X9 An Adventure for Character Levels 4 - 10 9129

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Expert Game Adventure

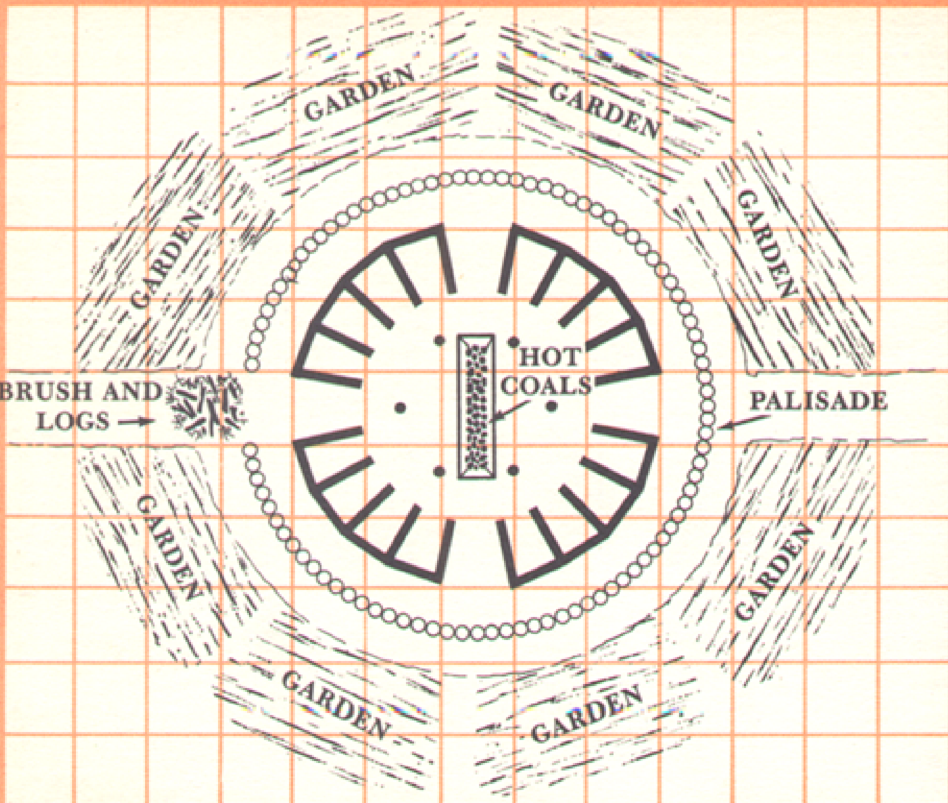
The Savage Coast

Merle and Jackie Rasmussen, and Anne C. Gray

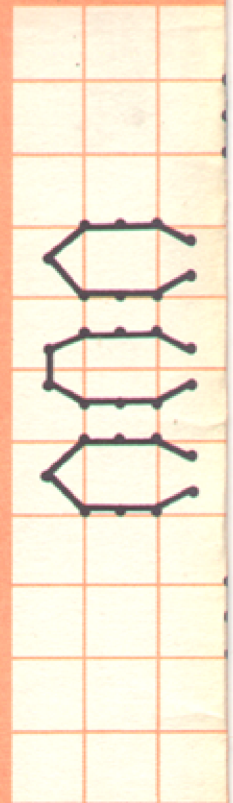


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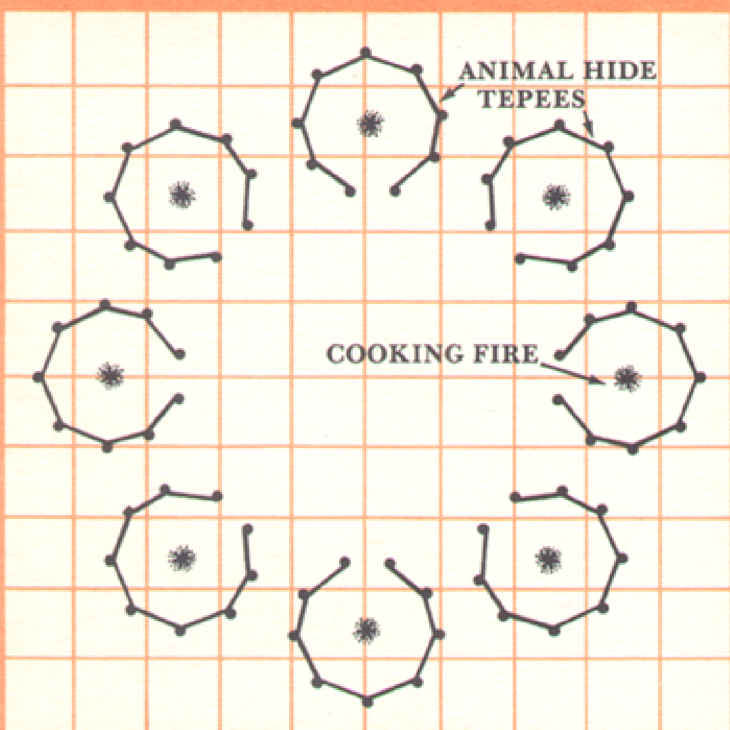
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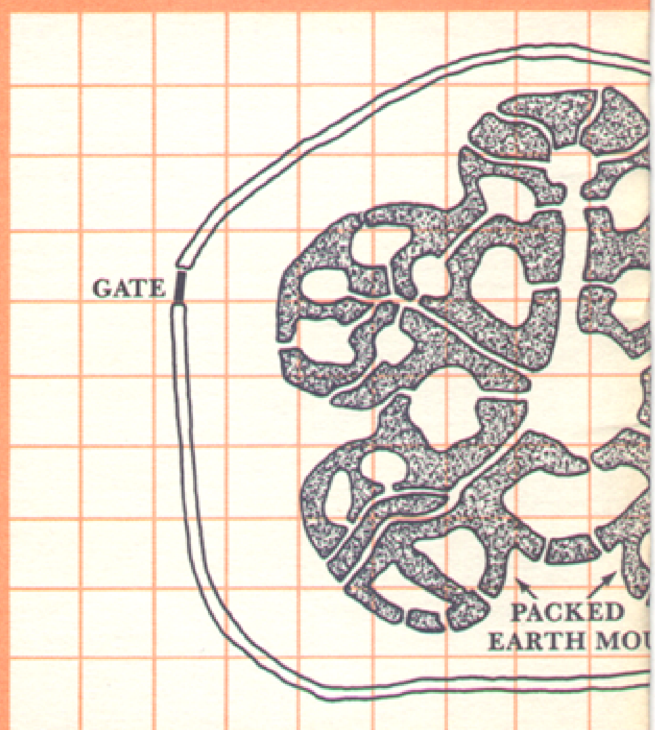
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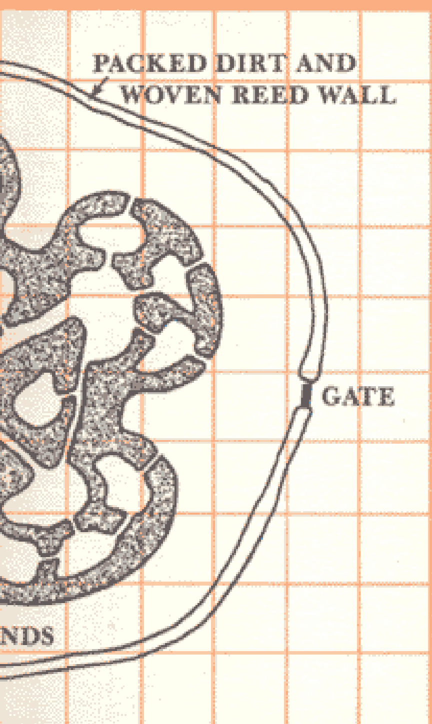
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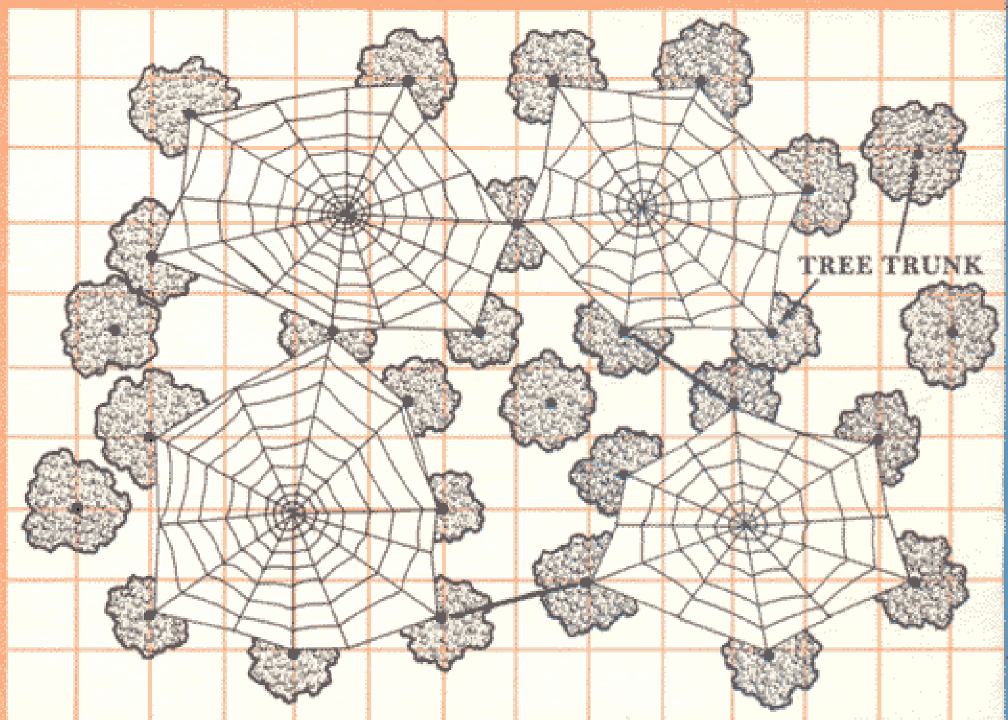
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ONE SQUARE = 10 FEET

MPOUND



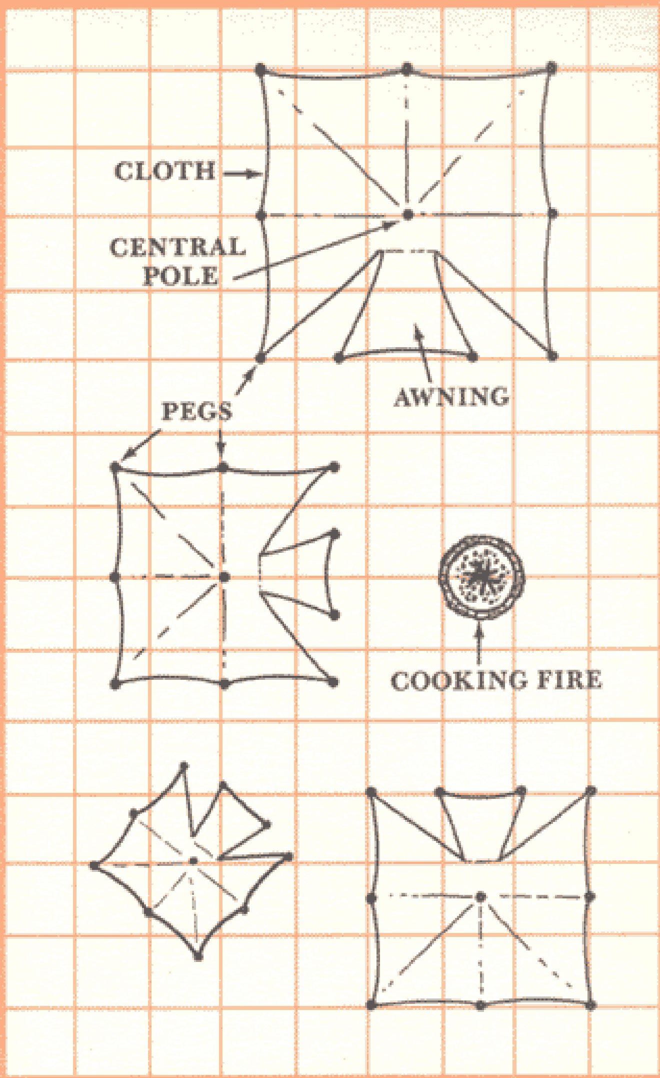
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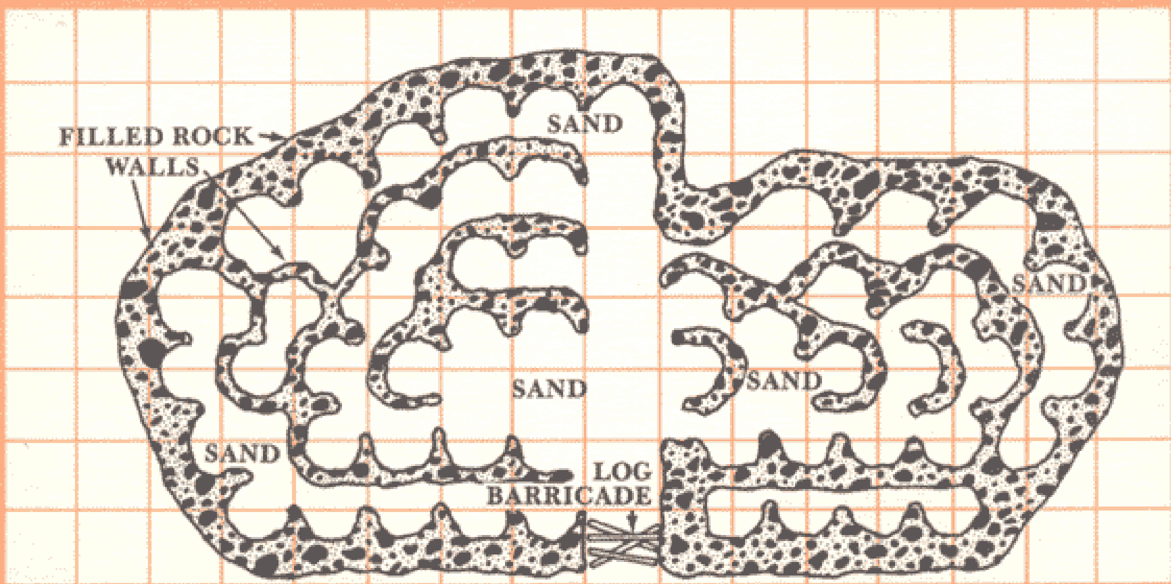
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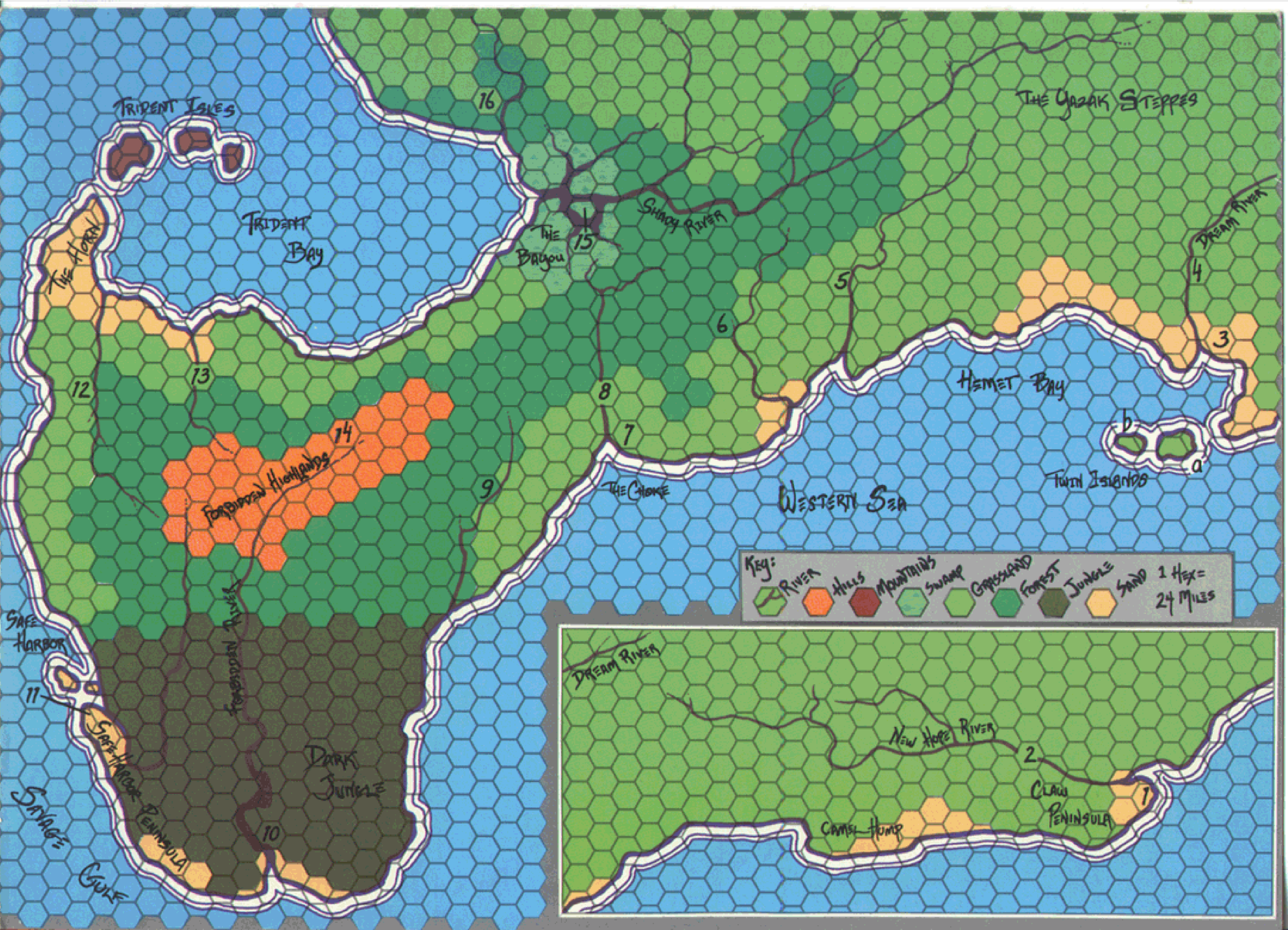


3G. TENTS



3H. EGG-LAYING GROUNDS





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7
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Western Sea
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Swamp
Grassland
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Safe Harbor Peninsula
Dark Jungle
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Savage Gulf
Dream River
New Hope River
2
Claw Peninsula
1
Camel Hump

DUNGEONS & DRAGONS®

Expert Game Adventure

The Savage Coast

Merle and Jackie Rasmussen and Anne **C. Gray**



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PREPARING FOR THE EXPEDITION

The Savage Coast is designed for a party of 2-8 characters. Each character should be between the 4th and 10th level of experience. A party of characters should include a cleric who is no lower than 6th level. Each character should have two or three magical items, including magical swords and armor. All characters should be outfitted for a wilderness adventure. Players may choose from the pre-rolled characters listed on page 31.

The Savage Coast is a wilderness and urban adventure designed to provide players with a wide variety of new settings for their characters to explore. Throughout the adventure, characters may travel acros| strange seas, dark jungles, thick forests, arid desolate grasslands. Each terrain holds new challenges for the characters.

The areas introduced in this adventure are designed to expand the D&D® game world outlined in the Expert rule book and other Expert adventures. You may place these areas and events of *The Savage Coast* within an already existing campaign setting, as long as the geographical areas of your campaign match those in this adventure.

When the adventurers are at sea, roll the dice at dawn and dusk to see if they encounter a monster or other creature. If they have an encounter, roll a Id8 and consult the Open Sea Random Encounter Table on page 30. When the adventurers are traveling on a river, consult the River Random Encounters Table on page 30.

The party of adventurers have dropped anchor in the harbor of Slagovich. They begin their adventure in the city.

Before beginning play, read the entire adventure carefully. Feel free to embellish the encounters as you wish,

Wandering Monsters

When you check for wandering monster encounters, roll Id6. On a roll of 1-3, use the Wilderness Encounter Tables from the D&D® Expert rule book (pages 30 and 35). On a roll of 4-6, use the Savage Coast Encounter Tables on page 30 of this adventure.

Weather

The general weather patterns move from west to east. There is often a wind from the north, east, and south. The coastal climate of this area is similar to the southeast United States. Inland, the climate is similar to that of the Mediterranean. The mild weather continues even during the winter.

Thunderstorms in the Dark Jungle and gentle showers over the rest of the area occur year round.

Encounter Maps

DM Map 1 is an overall view of The Savage Coast. It shows details of Orcs Head Peninsula, the Western Sea, and the Savage Gulf.

DM Map 2 shows the layouts of the Lawful Brotherhood Cleric outposts.

DM Map 3 shows various tribal village layouts.

DM Map 4 shows the Lost City ruins, including a step pyramid.

To get a better idea of how the Savage Coast lands relate to other areas of the D&D® game world, note that the eastern edge of DM Map 1 connects with the western edge of the Map of Hule on page 31 of adventure X5, The Temple of Death. The Map of Hule shows the port city of Slagovich and its surrounding terrain. Slagovich also appears on The Wild Lands map in adventure X6, Quagmire.

Abbreviations

AC = Armor Class
HD = Hit Dice
hp = hit points
MV = Movement
#AT = Number of Attacks
D = Damage
Save = Save As
NM = Normal Man
F = Fighter
Cl = Cleric
MU = Magic-User
ML = Morale
AL = Alignment
L = Lawful
C = Chaotic
N = Neutral
XP = Experience Point Value

INTRODUCTION

Your adventure begins in Slagovich as you gather for dinner at the Hogs Head Inn at which you are staying. You set anchor in the bay to rest from a journey. *The Premise* sways quietly among the waves as you rediscover your "land legs."

As you gather at the rough, splintered table at the inn, excited talk grows in volume until no one can hear each other speak.

"Quiet!" the innkeeper screeches as he races into the room, attempting to restore some order. "Quiet, or I'll refuse to feed the lot of you! Can't you take turns talking?"

"Not a bad idea," your eyes seem to say as you look at each other sheepishly. You agree to talk, one at a time, to tell your stories you have learned that day.

Four of the adventurers have learned something important to share with the others. Assign one of the following stories to each of four adventurers of your choice.

Story #1

"There's gold...lot's of it...west of here. It's supposed to be all along the coast of someplace called Orcs Head Peninsula. An old seer told me it was there. It's ours for the taking if we can get past the natives who live there. He said the peninsula is a dangerous place, but if we're smart, we'd never want for anything again.

"The old man said all we have to do is follow the coastline to find the gold..."

The adventurers may set out for the monstrous Savage Coast at any time if they wish to go for their own benefit. The coastline is dotted with primitive tribes, each with its own taboos and traditions. Some tribes are hostile while others may be extremely friendly. Certain tribes will provide clues to a lost city in the Forbidden Highlands, while others present the adventurers with lucrative, but dangerous quests.

Story #2

"The Cartographers Guild of Slagovich has offered us a handsome reward for a more detailed map of the coastline areas of Orcs Head Peninsula. If we agree to sail along the coast of the peninsula to map the lands of the area, they will give us 50,000 gp each, and they've already given us a map that shows the areas where hidden treasures might be found, and a map of a legendary lost city. No adventurer has been able to find the treasures or the city yet.

"They have given us a map of the coastline, too. The details are few—it would be our job to complete as much of the map as possible."

Give the players the Players Map found on page 19. They may wish to photocopy the map before they begin, in case of error. They may use a map key or use colored pencils to color code the map.

The book of maps proves useless except for two small, torn sketches tucked in the back.

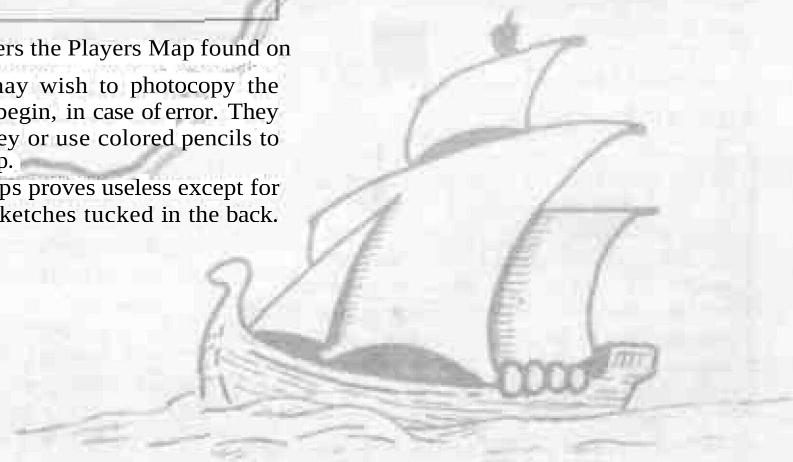
These maps are on page 14. The players may use the maps even if they do not agree to help the Cartographers Guild.

Story #3

"The local clerics of the Brotherhood of Light are looking for a few good adventurers to discover the whereabouts and the activities of their rivals, the Lawful Brotherhood. They believe the Lawful Brotherhood is engaged in some exploitive pursuits, and are becoming too powerful. They have noticed ships in the harbor that fly the Lawful Brotherhood flag, but they have not been able to determine the Brotherhood's business here. The ships come and go only at night—a good indication that something is not right.

"They have offered six *potions of healing*, a *bag of holding*, and a *ring of telekinesis* to any group of adventurers who are brave enough to search the coasts of a peninsula to the west in search of the Lawful Brotherhood."

Unknown to most, clerics of the Lawful Brotherhood have established outposts on Ores Head Peninsula. In order to "protect" innocent natives from corruption and exploitation by unscrupulous profit-seekers, the Brothers have developed a plan. Adventurers are discouraged and turned away from the



area by local rumors and legends of terrible beasts, natural barriers, and head-hunting cannibals.

The closer the party gets to any gold, the more frantic the warnings become. Local native converts working for the Brotherhood attempt to thwart the invaders' progress by damaging ships and imprisoning the explorers.

Story #4

"The *Pure Gold Merchant Company* is searching for a party of adventurers with a ship. Rumors of gold along Orcs Head Peninsula have caused a panic among the owners of the company. Their ships are all on other expeditions—they have no time to wait for their return. If there is gold to the west, they want it first, and are willing to pay for it.

"The company has offered to refine half the gold in exchange for the other half to the first group of adventurers ready to set sail. We have no time to waste if we wish to accept their offer."

Although the gold is valuable, the adventurers will find it difficult to carry its weight in their ship. It is in their best interest to sell the gold for more valuable objects that are more portable.

THE ADVENTURE

The characters may want to bring horses along for any land travel. Horses can be purchased in Slagovich.

The distance from Slagovich to the Gulf of Hule is 23 hexes if the party follows the coastline. If the adventurers sail straight southwest from Slagovich, the distance is 14 hexes. A single hex is 24 miles across.

Check once every five hexes for a random encounter. Roll an 8-sided die and consult the OPEN SEA RANDOM ENCOUNTER table on page 30.

East of **Orcs** Head Peninsula

THE GULF OF HULE

As you enter the Gulf of Hule, the waters are calm and the sailing is smooth. A slight scratching noise, however, gradually infringes on the quiet of the beautiful waters. The scratching becomes louder and more frantic as you stop to listen. You then notice rats beginning to climb their way on deck, jumping overboard, and swimming toward shore.

Torpedo worms in the ship's hull have caused minor leaks which are flooding the hold, driving the rats out. The ship has to be careened (beached so the outer hull can be scraped free of the worms and repaired) within 1-4 days or it takes 1-4 hull points of damage per day.

MERMAN

After *The Premise* sets sail once again, the waters hold no surprises until a primitive 20-foot-diameter fishing net, rimmed with bobbing wooden floats passes the ship. As it floats by, it splashes seawater onto the ship.

If the characters retrieve the net, they discover that it contains an ensnared young merman (merboy). If he is questioned, he claims to know nothing about gold on the peninsula. He has, however, seen many ships pass through the waters. They were flying a flag with the Lawful Brotherhood symbol. He adds that there is some type of building on a small peninsula about a day's sail from here.

If the characters set him free, he tells his people of the party's kindness. Shortly after, mermen circle the ship and throw on deck 1-4 large pearls worth 500 gp each.

Merman: AC 6; HD 1-4; hp 14; MV 120'(40'); #AT 1 weapon; D By weapon; Save Fl; ML 8; AL N; XP 10

If the characters head for the peninsula, they discover the New Hope Outpost located on the tip of Claw Peninsula.

1. NEW HOPE OUTPOST (DM Map 2)

An outpost stands on this sandy peninsula's point. Small ships can be easily beached on this shore. Colorful, fragrant flowers line a sandy footpath which leads to a small wooden gatehouse. The area is strangely silent.

As you approach the gatehouse, a winded native wearing a simple leather loincloth stumbles to the gatehouse door. As he turns to face you, a look of intense fear remains frozen on his light brown face. He presses his back against the door as if to prevent your entrance.

If the party questions the native, he understands very little. He simply mutters the word "Aldizog," and points to the door. If the party seems puzzled, the native moves his arms to indicate a large object and growls. He is trying to make the party believe that a large reptilian monster, the legendary Aldizog, is inside the outpost.

If the party does not believe him, he will not move from the door until threatened. He then flees the area.

If the characters decide to enter the gatehouse (A), they find the door solidly barred. If they attempt to crash open the large iron-clad wooden doors, or knock on the door, read the following.

The sound of metal scraping against metal comes from within the gatehouse. The doors open and a man in a long brown robe peers out. Behind him are three other robed men.

"State your business, please," the man requests pleasantly.

If the characters explain why they have come, the doors slam quickly and do not reopen regardless what the party says. There is no other entrance to this walled outpost. The walls are only 10 feet high, but each time the characters try to scale the wall, natives lean over the top and push the party members to the ground with long poles. The characters try to cast a spell to gain entrance to the outpost.

If the characters lie or are hesitant to explain their journey, the man at the door says, "This is an establishment of truth. Do not dishonor us with lies, foolish people." He turns to the cleric in the party, if present, and adds, "You, above all, should know about honor." He then closes the door and bars it. He does not open it again.

There are no secret doors or entrances to this outpost. If the characters wait to see if anything happens outside the outpost, they see no sign of activity. The clerics know of their vigil and halt all actions that would reveal the clerics' purpose on the peninsula. The outpost serves as a "clearing house" for all ships that sail east. Some gold is stored at the outpost, but most is sold for the Brotherhood's benefit.

If the characters try to take the outpost by force, 200 natives pour from in and around the outpost. They attack only if the party attacks. Otherwise, they will let the characters turn and leave.

Heroes (200): AC 7; HD 4-1; hp 18; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F4; ML 7; AL Any; XP 75 each

If the characters still manage to gain entrance to the outpost, see entries 3 and 7 for a description of the outpost. If they search this outpost, they find only 22 gp in the prior's residence. No clerics or natives give them any information.

If the characters sail up the New Hope River to explore or investigate, they encounter the following before they reach a small native village (2).

SNAKES IN THE TREES

About 150 miles up the New Hope River, it narrows with a small clump of trees. Vines weave themselves through the branches of the trees.

If the characters attempt to pass through the trees and vines, read the following:

As you enter the darkness created by the trees, two large snakes drop down from the branches and attack. As you battle the snakes, the vines seem to come alive and wrap themselves around your party.

The characters have encountered two rock pythons and the strangle vines they live among. After the first round, the characters have -2 penalty to hit the pythons because of the vines.

Rock pythons (2): AC 6; HD 5*; hp 23; MV 90'(30'); #AT 1 bite/1 squeeze; D 1-4/2-8; Save F3; ML 8; AL N; XP 300 each



Strangle vine: AC 9; HD 1 per 1 ' square; hp 8; MV 0'; #AT 1; D Special; Save NM; ML 12; AL N; XP 10

Strangle vine looks like an ordinary hanging vine (1-10 strands up to 20' long). It is touch sensitive and attempts to hold any individual moving into or through it. Like quicksand, the more a victim struggles, the tighter the vine clings. It anchors itself so firmly to overlying branches, it pulls an individual from the deck of a vessel. Strangulation damage is 1-4 points per round. A victim usually cuts himself loose with an edged weapon.

There is a 5% chance each round that anyone with a Strength of 6 or more breaks free. For every point of Strength less than 6, the chance increases by 5% (an individual with a Strength of 2, for example, has a 25% chance each round to break free). The stronger the victim, the tighter the vine's grip.

The strangle vine has one Hit Die for every one-foot-square area. Thus, one square foot is destroyed for every 8 hit points of damage done to the vine.

2. NATIVE VILLAGE (DM Map 3A)

In the distance, a conical thatched village roof rises 25 feet above the ground. Smoke rises from a hole cut in the roof. A palisade of vertical logs 10 feet high surrounds the roofed structure. Brush and logs cover its entrance. Small garden patches outside the palisade grow various food crops.

If the characters approach the village noisily or disturb the brush blocking the entrance, village dogs begin to bark. Two to twelve native males approach, armed with bows and arrows. They are preceded by 2-12 under-fed dogs. If the characters are aggressive or sneak past the palisade into the village, the dogs attack, followed by a native barrage of poison-tipped arrows. If a character is hit by two or more arrows, he must save vs. Poison or die in 1-4 hours. If the characters throw down their weapons or speak on friendly terms in Common, the natives meet them with lowered bows and welcome them into their village.

There are 36 human male warriors (1st level fighters), 36 women, 20 children, and 8 male elders. The elders include four 2nd level fighters, two 4th level fighters, a 6th level fighter serving as chieftain, and a 5th level magic-user as village shaman.

Dogs (2-12): AC 7; HD 2 + 2; hp 4-18; MV 180′(60′); #AT 1 bite; D 1-6; Save F1; ML 8 or 6; AL N; XP 25 each

Veterans (36): AC 9; HD 1-1; hp 4; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F1; ML 7; AL Any; XP 5 each

Warriors (4): AC 8; HD 2-1; hp 8; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F2; ML 7; AL Any; XP 20 each

Heroes (2): AC 7; HD 4-1; hp 17; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F4; ML 7; AL Any; XP 75 each

Chieftain (1): AC 5; HD 6-1; hp 26; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F6; ML 7; AL Any; XP 275

Enchanter (1): AC 9; HD 5-1; hp 22; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save MU5; ML 7; AL Any; XP 175

Spells: *magic missile, read magic, ESP, web, fire ball*

The natives practice cannibalism, eating the flesh of human warriors killed in combat. Demi-humans or females captured in combat are kept as slaves. There are no slaves at this time. The skulls of enemy natives are hoisted on spear points within the village.

Before natives trade information or be-

longings with the characters, the characters must become village members. To do this they must walk across a 20-foot-long red-hot coal bed. For each character attempting the crossing, roll Id20. Unless magic is used for protection, if the number rolled is less than or equal to the character's Constitution, that character safely crosses the coals. If the character walks barefoot across the coals, no damage occurs. If the character wears shoes, boots, or armor on his feet, the material burns or melts away. If the number rolled is less than or equal to the character's Constitution, that character suffers 1-10 points of heat damage.

Villagers, in trembling whispers, warn travelers of Aldizog, a giant bipedal reptile living on the Twin Islands, which ravages livestock and gardens. They also tell of Risilvar, a richly-decorated ghost city built by their ancestors. They say it is located somewhere in the Forbidden Highlands. If the characters show them the map, they cannot confirm that it is the map to Risilvar.

The natives are willing to trade food or weapons for gemstones and normal items or animals, but they do not accept money. The natives do not understand the concept of coins. If the characters try to trade an item which is obviously magical, there is only a 25% chance the natives accept it.

If the characters travel further upstream, they encounter the following:

GIANT RIVER SERPENTWEED

The water ahead must be sluggish. It is covered with a layer of green algae. There is no clear path through the slime.

If the characters wish to avoid the algae, they must cut a path through, fly over, or leave the river and portage any vessels 1,000 yards along the riverbank. If the characters decide to travel through the algae, read the following:

The water becomes sluggish and algae-covered. Suddenly, a loud splash splatters mud in all directions. A hissing sound breaks the water's surface as a great serpentine neck shoots up through the algae. A fanged head stretches 10 feet above the water.

The serpentine neck is actually one head-stalk of a giant river serpentweed. The plant attacks until either it or the characters are defeated. Each time a head-stalk is hit, or it hits a character, another of its six head-stalks shoots up through the muck to attack. If the characters move 20 feet from the head-stalks, they are safely out of the plant's range. The stalks then slither back into the muck and mire. This creature has no treasure.

Giant river serpentweed: AC 6; HD 9 per stalk; hp 41 each stalk; MV 0'; #AT 1 bite per stalk; D 2-12; Save F9; ML 12; AL N; XP 900 per stalk; immune to fire, illusions, and mind control spells.

If the party lands anywhere on shore along the Claw Peninsula to the sandy beach, they encounter the following:

SAND BEACH TORTLE

A greenish-brown rock-like object on the sandy shore suddenly sprouts legs. As the rock tilts to stand on end, a reptile's head emerges from the top. The creature stands 6 feet tall. It slowly moves toward the shoreline in an attempt to get your attention.

This creature is a tortle. If the characters attack the tortle, it retracts into its shell. If the characters speak to it, it answers in Common. It has seen ships pass by the beach, but the people on them have been unfriendly so it simply ignores them now. One time, it recalls, a human tossed a shiny stone at it to deter it. "Pretty stone," it utters. "If you want, I dig it up. Over here," it says, and lumbers over to a small mound of sand. The stone proves to be a walnut-size nugget of gold. The tortle will give the characters the stone if they ask for it.

Tortle: AC 3; HD 4; hp 18; MV 30'(10'); #AT 2 claws/1 beak; D 1-4/1-4/1-6; Save F4; ML 11; AL L; XP 75

Further down the beach near Camel Hump, the characters encounter another tortie if they sail closely along the coastline, or if they travel on foot.

CAMEL HUMP TORTLE

A large greenish-brown turtle lies belly-up in the sand. It does not struggle to right itself, but seems to be enjoying the sunshine on its underside.

If the characters approach the creature, they discover it is a tortle. If they try to turn the creature, it moans in slow Common, "No. Want sun." The tortle has seen ships sail by, but he isn't sure what they carry. It says the ships fly the same flag as what flies over the outpost at Claw Inlet. "You not welcome there. No one welcome there, but ships," it says.

If the party attacks the tortle, it retracts his head and limbs into his shell and can't be coaxed out unless the characters mention they had seen another tortle on the beach east of here. The tortle then determinedly heads east without another word.

Tortle: AC 3; HD 4; hp 18; MV 30′(10′); #AT 2 claws/1 beak; D 1-4/1-4/1-6; Save F4; ML 11; AL L; XP 75

Only if the characters land on the tip of the peninsula by the islands do they encounter the following tortles slowly moving along the beach.

TWIN ISLAND PENINSULA TORTLES

In the distance, a large rock seems to slide along the sand. Behind it, two small rocks follow.

If the characters investigate, they discover that the rocks are a female tortle and its newly-hatched torts. It has seen nothing, except an occasional ship that passes by. Its torts say nothing, quickly curling up within their shells. If the characters attack the female tortle, it retracts into its shell. It will not attack unless its torts are in danger.

Tortle: AC 3; HD 4; hp 18; MV 30'(10'); #AT 2 claws/1 beak; D 1-4/1-4/1-6; Save F4; ML 11; AL L; XP 75

If the characters follow the coastline, they will discover the Second Chance Outpost (3) at the mouth of a river. If they do not follow the coastline, they encounter the following in the bay of this area.

MERMAID

A pleasant female voice fills the air with song, drawing you to the vessel's starboard rail. Someone in the waves is singing the most melodic music you have ever heard. Three hundred feet away you see a young woman standing waist-deep in the waves, combing her hair and singing into a mirror.

The player characters have two rounds to begin making noise, plug their ears, or tie themselves to the vessel.

The creature is a mermaid and her pleasant song is calling the crew to their watery deaths. After two rounds, any creature hearing the mermaid's song must make a saving

throw vs. Spells or be *charmed.* If a listener makes a successful saving throw against the mermaid's song, the listener is not affected by the song during the encounter. Victims who are *charmed* want only to leap into the sea and live with the mermaid underwater. They fight anyone who tries to prevent them from doing so. The victim survives underwater for a number of rounds equal to his Constitution score divided by 3 (round up). After the rounds pass, the victim must save vs. Death Ray each round or suffer 1d10 points of damage.

If the ship is sailed for 6 rounds away from the mermaid, her song is no longer heard. She can be fought by *uncharmed* characters. If she is killed, the *charm* is immediately broken. Her comb is worth 100 silver pieces.

Mermaid: AC 9; HD 1; hp 5; MV 120'(40'); #AT 1 song; D special; Save Fl; ML 8; AL N; XP 10

3. SECOND CHANCE OUTPOST (DM Map 2)

An outpost stands at the mouth of this river. Its iron-clad wooden doors face the bay. A large ship is anchored in the waters of the bay. A small boat is beached on the shore.

If the characters approach the outpost doors, the sub-prior of the outpost welcomes them. He invites the characters in for food and rest. The sub-prior gives no indication of the outpost's mining activities.

If the characters need a place to stay, they are introduced to the hostillar. Male visitors are invited to stay in the dormitory with the brothers (area F). Female visitors stay in quarters adjacent to the temple (area C2). The hostillar carries a key to all areas labelled C. See entry 7 for a description of these areas.

If the characters have valuables they want stored, the commoner is glad to accomodate them. He is in charge of the cellar and storage area (H). He carries two keys; one to the storage area and one to a strongbox.

The characters are locked in their quarters for the night. If they manage to escape, the only unlocked doors they find lead to the main temple area. If they attempt to break into any other areas, the sub-prior tries to accost them and send them back to their quarters with two adepts. The adepts remain alert outside their quarters the rest of the night. The characters may leave the way they entered at any time.

The dormitory has a large hall below it. All clerics, except the prior and his staff, meet in the outpost hall every day from 10 a.m. to 11 a.m. to discuss the outpost's business. This includes 18 acolytes, 1-10 adepts, 3 priests, 2 vicars, 2 curates, 2 elders, 2 bishops, and 2 lamas. The meeting is lead by the sub-prior. The hall walls are lined with chairs.

The dormitory walls above are lined with box beds, a wooden frame criss-crossed with ropes holding a down-filled mattress. At each bed's foot is a locked strongbox. In each strongbox are a cleric's personal belongings and any clothing he is not currently wearing.

Each cleric has a tunic, a scapular sleeveless outer garment, and a cowl, in addition to an undershirt, drawers, tunic, two head caps, two pairs of slippers, two pairs of boots, an extra cowl hood, leggings, two blankets, seven pairs of socks, a leather belt, handkerchiefs, needles, a holy symbol necklace, a key to his own strongbox, and writing materials. Some clerics have their own personal books.

The clerics, except the prior and his staff, are only in the dormitory during siesta and at night.

The outpost temple (B) has two stories and an open space to the ceiling. The bare stone is not decorated, although numerous wooden altars stand on the floor throughout the building.

The precentor is in charge of temple music and ceremonies. He files music and cleans during work periods. All clerics except the prior are present during worship periods.

TWIN ISLANDS (a)

All around you the sounds of insects and birds becomes silent. You hear, then feel, a distant series of massive thuds coming closer. Vegetation crackles and snaps beneath the footsteps of a heavy creature. An unearthly scream tears through the silence as the multi-toothed head of a huge reptile appears. A 25-foot-tall monster thunders forward, whipping its massive tail and kicking clawed feet.

The creature is the legendary Aldizog. He is actually an adult male tyrannosaurus rex hunting for food. Its whipping tail and kicking feet knock down one opponent behind or beside the monster once per round, but cause no damage.

Aldizog (tyrannosaurus rex): AC 3; HD 20; hp90; MV 120'(40'); #AT 1 bite; D6-36; Save F10; ML 11; AL N; XP 2,000

If the monster is attacked, it swallows a character if its hit roll is 19 or 20. The victim takes 2-8 points of damage each round in the creature's belly.

If allowed to retreat, the tyrannasaurus rex noisily returns to hunt the characters later with its mate, which has 80 hit points. If the mate is wounded, both monsters return with a 70-hit-point tyrannosaurus rex. This process continues until a total of six tyrannosaurs are encountered unless the preceding animals are defeated. The reinforcements have 60, 50, and 40 hit points respectively. If the characters follow the retreating monsters, they encounter the remainder all at once in one place.

Aldizog carries no treasure, but if the characters retrace his footprints, they find a crushed native bracelet worth 525 gp. If the characters defeat all six creatures, they find native jewelry worth 3,150 gp.

TWIN ISLANDS (b)

Large animal footprints over 1 foot across cover the grassy shores of this island. You feel thundering vibrations approaching your direction.

If the characters stay on the island, they encounter Aldizog, a tyrannosaurus rex. Run this encounter the same as the previous encounter. They find native jewerly worth 1,740gp.

DREAM RIVER

If the characters sail up this river, they encounter the following:

Slow water ahead is covered with golden water lilies the size of sunflowers. There is no clear path through the floating plants.

If the characters wish to avoid the plants, they must cut a path, fly over, or leave the river and portage any vessels 1,000 yards along the riverbank. If the characters decide to travel through the plants, read the following:

The water becomes sluggish and plant-covered. Suddenly, a blossom 10 feet away burst open, spraying a large cloud of pollen.

The cloud of pollen measures 40 feet by 40 feet. Any character within the affected area must save vs. Spells or fall asleep for 4-16 turns. The flowers are amber lotuses which spray a fresh burst of pollen every 3-12 rounds. There are 3-18 plants growing randomly among thousands of normal water lilies. Whenever a creature approaches within

10 feet, the blossoms burst so the creature might further spread the amber lotus flower's pollen.

Amber lotus flower: AC 9; HD 1/2; hp 1-4; MV 0; #AT 1 spray; D Special; Save NM; ML 12; AL N; XP 6

If not enough characters are left awake to pilot the vessel, it drifts downstream against a bank.

4. LAWFUL ALLIANCE CAMP
(DM Map 3C)

Smoke rises in the distance. A square of nine bark lodges surrounds a central fire. Several dog-headed humanoids move among the lodges.

If the characters approach this temporary camp in a friendly, open manner, they are invited to stay and eat with the camp. If the party approaches within 1,000 feet of the camp in a secret or hostile manner, they are spotted 50% of the time by sentries. Intruders are not welcome, and campers defend themselves by making as much noise as possible to alert the camp.

Each of the lodges contains 1-8 lupins, half of whom are armed with lances. The rest are non-combatants. Each lodge contains 200-1,200 cp, 100-800 sp, and 10-200 ep.

Lupin (1-8): AC 5; HD 2; hp 9; MV 120'(40'); #AT 1 lance; D 1-10; Save F2; ML 8; AL L; XP 20

DECAPUS

If the characters do not sail up Dream River, the following encounter occurs anywhere in Helmet Bay. If they do sail up the river, the encounter happens as they once again enter Helmet Bay.

A tangle of green and brown seaweed is pulled in with your anchor.

The 10-foot brown tentacles of a marine decapus are interlaced with green seaweed leaves. The tangled mass hides the creature's 4-foot spherical hairy green body. If lifted from the water, the creature acts dead. Its foul breath makes the creature smell as if it is rotting. Once on board, it attacks with all ten tentacles. If one character is ensnared by four or more tentacles, the monster tries to pull itself and its captive overboard. The prey survives underwater for the number of rounds equal to his Constitution divided by 3. After the rounds pass, the character must save vs. Death Ray each round or suffer 1d10 points of damage. The monster's treasure of three pearls worth 500 gp each are hidden in a seaweed nest on the nearest shore.

Marine decapus: AC 5; HD 4; hp 18; MV 3'(1'); #AT 10 tentacles; D 1-6 each; Save F2; ML 9; AL C; XP 75

SEA CREATURE

Four rounds after the characters rid themselves of the decapus, a mysterious sea creature appears.

A large, lumpy green sea creature the size of a large shark follows your vessel. It remains 360 feet from your stern at all times.

If the characters stop their ship or go to investigate, the timid creature suddenly dives and is not seen again. It is attracted by garbage thrown overboard.

TORTLE GATHERING

If the characters sail close to shore along the sand beach, they spot a gathering of creatures along the shore.

Several turtle-like creatures are gathered in a half circle near the shore. Sitting on the sand, they appear to be about four feet tall. They converse in a strange language you do not understand.

If the characters approach the tortles in a friendly manner, the tortles will talk with them in Common. If asked, they explain that all the cleric outposts involved in some activity that has ships sailing past frequently. At the rear of the outposts, there is a secret entrance they have used to observe the clerics. The tortles say the clerics pack some shiny stones in crates and put them on the ships.

If the characters attack the tortles, they withdraw into their shells.

Tortles (4): AC 4; HD 4; hp 18; MV 30'(10'); #AT 2 claws/1 beak; D 1-4/1-4/1-6; SaveF4; ML 11; AL L; XP 75

Ores Head Peninsula

5. NEUTRAL ALLIANCE CAMP
(DM Maps 3B and 3G)

Smoke rises in the distance. A circle of eight conical tepees stands beside a cluster of four cloth tents. Robed humans move among the tepees and occasionally a cat-headed humanoid appears near the tents.

If the characters approach this temporary Neutral Alliance camp in a friendly manner, they are invited to stay and eat with them. Tortles and lupins are not welcome. If the party approaches on a hostile manner, the campers alert everyone in camp to help defend.

Each of the eight tepees contains 1-10 pagans, half of whom are armed with normal swords. The rest are non-combatants. Each tepee contains treasure worth 10-10,000 gp.

Pagan (1-10): AC 6; HD 1; hp 5; MV 120'(40'); #AT 1 sword; D 1-8; Save Fl; ML 8; AL N; XP 10

Each of the four cloth tents contain 1-10 rakastas, half of whom are only armed with their "war claws." The rest are non-combatants. Each tents contains expensive rugs, tapestries, bowls, and drinking cups worth 100-10,000 gp.

Rakasta(l-lO): AC 6; HD 2 + 1; hp 10; MV 90'(30'); #AT 2 war claws/1 bite; D 1-4/1-4/1-4; Save F2; ML 9; AL N; XP 25

6. ARANEA LAIRS (DM Map 3F)

Ten to twenty-foot-long white fibers hang from nearby trees. Webbed leaves, bark, and twigs lie on the ground below the trees. Dense foliage prevents you from seeing higher into the trees.

The white fibers are sticky. If a character touches the fiber, he recognizes it as a spider web. Only a character who climbs 20 to 30 feet above the ground is able to see the webs which are 40 feet above the ground. Climbing trees or pulling on the white fibers alerts four aranea living in the webbed-over sections of their lair. The lairs resemble white caves. The aranea attack intruders of their part of the forest. Many pieces of crude "furniture" made of web, vine, and wood are woven in place on the floor of these lairs. The intelligent giant spiders have woven treasure worth 100 to 400 gp into the ceiling of each of their lairs for safe keeping. These aranea are wild and do not have spell books.

Aranea (4): AC 7; HD 3**; hp 24, 22, 20, 18; MV 60'(20'), in web 120'(40'); #AT 1 bite; D 1-6 + poison; Save MU3; ML 7; AL C: XP 65

SNAPPERS

A rock-walled roofless labyrinth stands just above the high tide line. The only entrance through the six-foot-high walls faces the sea and is barricaded with large driftwood logs. About 20 reptilian heads are visible inside the complex fortress.

The 20 snappers inside the fortified egg-laying grounds do not leave the compound to combat attackers. Each is armed with a long-bow, 24 arrows, and *a potion of speed.* They do not fire unless attackers approach within short range (70 feet) or are discovered sneaking into the compound. The snappers then drink the *potion of speed* and fire two arrows per round for 7-12 rounds. They attempt to capture anyone entering under a flag of truce.

Snappers (20): AC 5; HD 3; hp 14; MV 30'(10'), swimming 180'(60'); #AT 2 claws/1 beak or longbow; D 1-6/1-6/2-8 or 1-6 by arrow; Save F3; ML 9; AL C; XP 35

Each snapper carries 1-6 platinum pieces but they are guarding their real treasure; 200-800 of their eggs buried 1 foot deep in the sand within the compound. The eggs hatch in 1-20 days and the hatchlings are immediately carried to the relative safety of the nearby sea. Snapper eggshell is not valuable and cannot be made into armor.

7. PEACEFUL OUTPOST

An outpost stands beside this pleasant cove. Small ships can easily be beached on this shore. Smooth stones line the grassy footpath leading to the gatehouse.

There does not seem to be much sign of life at this outpost.

If the characters attempt to open the wooden doors to the gatehouse, they find them locked. If they try to find the secret door at the rear of the outpost, they find it next to the bath house and latrine (Q). Otherwise, they may climb the walls to gain entrance.

The outpost looks occupied, but no one is immediately visible. The characters have 8 rounds to examine the outpost before the clerics start to return two per round for four rounds. Then the remaining 24 are alerted and return with 20 natives. The clerics and natives have returned by ship from a small camp set up to gather gold that has settled in a shallow part of the river. The camp lies about 50 miles north on the river. The ship carries 22 small barrels filled with gold nuggets and dust worth 350 gp each.

The characters must defend themselves against the returning clerics unless they can weave a convincing tale why they have entered the outpost. If they convince the clerics they are there to help, they will receive free reign of the outpost, although they will be watched carefully.

For a description of areas A, B, and F, see entries 1 and 3.

Native warriors (20): AC 8; HD 2-1; hp 8; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F2; ML 7; AL Any; XP 20

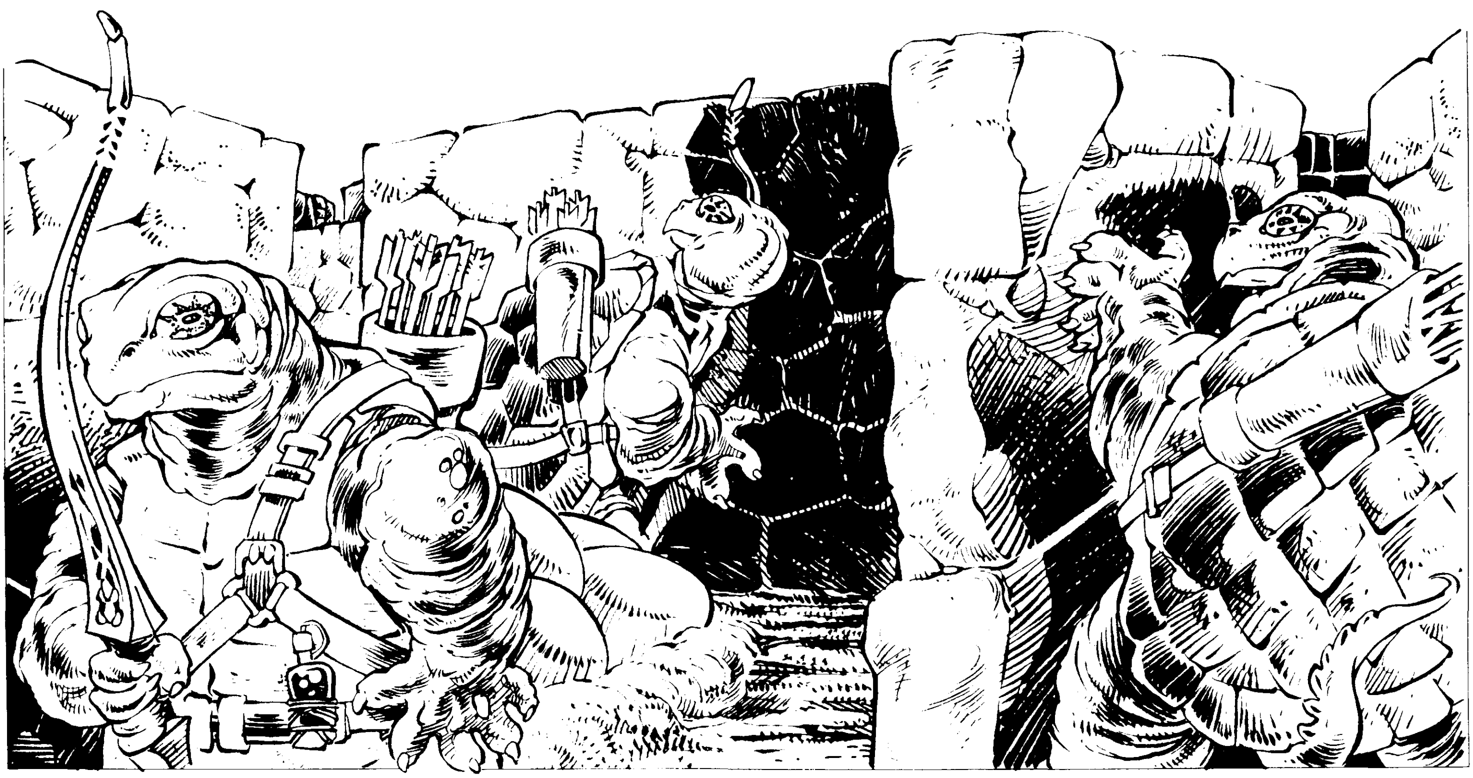
C. EMPTY CHAMBERS

C1. Guestroom

Lawful characters who decide to leave their party are allowed to stay in this guestroom.

C2. Cell

Prisoners are locked in this room. The hostillar carries the key to all areas labeled C.



D. SCRIPTORIUM (WRITING ROOM) AND LIBRARY

This two-story building has a writing room below and a library above. The writing room contains a secretarial office. The library contains a "strong room" for valuables.

Downstairs in the scriptorium 10 stools face 10 desks with slanted tops. Manuscript pages are written, copied, and illuminated on these desks.

The locked secretarial office contains blank parchment, sandboxes (for drying ink), pens, ink, and five gp worth of gold leaf. A locked strongbox in the office contains 10-100 platinum pieces.

Upstairs in the library 15 bookcases line the walls. There are 6 wooden tables and 24 chairs in the center of the room. There are many candles for lighting stored in boxes on some of the bookshelves.

The locked strong room contains ancient books, a scroll, a map, a flat wooden box, and a locked strongbox. The scroll contains three first level clerical spells; *detect evil, purify food and water,* and *remove fear.* The map shows the positions of all the cleric outposts. The flat box is empty. The strongbox contains 120 pp.

One to four adepts read in the library between 7:00 a.m. and 9:00 a.m. every morning. The chancellor is also in the library each day at this time. He carries keys to the secretarial office downstairs and the strong room upstairs.

E. VESTRY AND SACRISTY

This two-story building has the vestry below and the sacristy above.

The vestry is where clerics leading a temple ceremony go before and after the ceremony to dress and disrobe. There is a locked strongbox in the vestry that contains 20-100 pp.

The sacristy is where the ceremonial clothing, banners, and standards are stored between worship services. In the locked sacristy are seven vestments embroidered with gold thread worth 25 gp each. Temple ornaments of gold, silver, and precious stones are worth 1,000-4,000 gp.

The sacrist looks after the temple maintenance, lighting, and cleaning. He also stores ceremonial robes, hats, flags, and standards. He carries a key to the sacristy. The subsacrist helps the sacrist in performing his temple duties.

G. MAIN CLOISTER

The main cloister is a covered walk with an open colonade on one side. The colonade runs along the inside walls of buildings that surround a square yard. In the center of the yard is a well. Along the north colonade are wooden partitions that form study carrels. Many clerics read in the carrels between 7:00 a.m. and 9:00 a.m.

H. CELLAR AND STORAGE AREA

This two-story building has a cellar downstairs and storage space upstairs.

Downstairs in the locked cellar are large casks filled with wine, ale, and beer. Sausages and cheeses hang from the rafters. Dried fruit and salted fish are packed away in boxes stacked against the walls. A locked strongbox contains 2-12 pp and 1-6 gemstones worth 100 gp each. The clerics use the area to store gold overnight rather than leaving it on the ships. No gold is stored here now.

Upstairs in the locked storage area is furniture and supplies. The commoner carries keys to the cellar, strongbox, and storage area.

I. BARN

The north end of this building is a stable for 2-12 mares used as riding horses. One to six donkeys and 1-6 mules are also stabled. Four two-wheeled carts are stored beside the mules. Above the stable is a filled hayloft. If the characters have mounts, they may stable them here or in the building's south end.

The south end of the building is a stable for 1-6 oxen and 2-12 cows. One to six yokes are stored with six plows. Above the stable is a loft filled with 100-pound sacks of wheat, barley, and rye. The granator rations the grain between the brewery and the stables during work periods.

The center area of the building is a combination sheepfold, pigsty, goat shed, and poultry house. At dusk all of these animals enter the pens in the center area of the building.

Three of the four fenced yards surrounding the building contain 4-24 sheep, goats, or pigs. One yard contains a stone-lined pool for 1-12 ducks and 1-12 geese. Three to thirty-six hens with 1-4 roosters scratch in the yard beside the pool. During the day the fowl are heard several yards away. At dawn, or if disturbed during the night, the roosters are heard crowing all across the outpost.

A *charm monster* spell has been cast on the animals in the barn. The spell does not affect characters' mounts. The animals attack anyone not wearing a robe who enters their stable or pen. None of the animals have treasure.

Horses (2-12): AC 7; HD 2; hp 9; #AT 2 hooves; D 1-4/1-4; MV 240'(80'); Save Fl; ML 7; AL N; XP 20

Donkeys and mules (2-12): AC 7; HD 2; hp 9; #AT 1 kick or 1 bite; D 1-4 or 1-3; MV 120'(60'); SaveFl; ML 8; AL N; XP 20

Oxen and cows (3-18): AC 7; HD 3; hp 14; #AT 1 butt; D 1-6; MV 240'(80'); Save Fl; ML 5; AL N; XP 35

Sheep, goats, and pigs (4-24): AC 7; HD 1; hp 5; #AT 1 butt; D 1-4; MV 240'(80'); Save Fl; ML 5; AL N; XP 20

Ducks, geese, and chickens (5-60): AC 8; HD 1/2; hp 2; #AT 1; D 1-2; MV 240'(80'); Save NM; ML 7; AL N; XP 5

J. FOOD WORKERS' AREA

Areas Jl through J5 contain a bakery, brewery, mill, wine press, and kiln and fruit-drying house, respectively. Eaeh area contains supplies, utensils, and food.

J6. Kitchen

The floor of this room is covered with blood-stained sawdust. A wall rack holds a number of large knives (treat as normal daggers) and meat cleavers (treat as hand axes). In the center of the room is a large blood-stained chopping block almost three feet tall and three feet square.

The kitchen contains many dishes, pots, pans, waterskins full of various fluids, especially wine and ale. Fresh poultry hangs from the rafters. There are 1-12 normal rations worth of vegetables, fruit, bread, cheese, eggs, and fish. The red coals of a large cooking fire glow on a hearth.

The cellarer is in charge of meat supplies and victuals. He carries a leather pouch that contains 1-10 pp.

K. REFECTORY (DINING HALL) AND WARDROBE

This two-story building has a dining hall below and a clothes storage room with laundry above.

The dining room downstairs has long benches standing beside long wooden tables. The refectorian is in charge of the dining hall and directs two adept waiters during meals. Most clerics eat or serve in the dining hall during meals.

Upstairs in the laundry, clothes are washed in tubs by hand. The chamberlain is in charge of all clerics' clothing. He carries a leather pouch on his belt. The pouch contains 2-20 pp.

L. CRAFTSMEN'S WORKSHOPS

L1. Cobbler

Both old and new shoes and sandals line the shelves of this room. Nothing of value is in the room.

L2. Saddler and Bridle Maker

Saddles, bridles, and saddle bags are available to the characters. Nothing of value is in the room.

L3. Sword and Shield Maker

Any weapon listed on page 19 in the Expert rule book, including barding for horses, chain mail armor, plate mail armor, and shields are repaired by the armorer. No weapons or armor are available.

L4. Wood and Stone Carver

Gemstones and jewelry are appraised and purchased at full value by the carver. Gemstones obtained from the player characters are stored in a leather pouch worn by the carver. There are 11 gemstones worth 300 gp each locked in a strongbox on a table.

L5. Tanner

Leather armor is not available but may be repaired.

L6. Metalworker

Coins are exchanged here for gold pieces of equal value less a 5% exchange fee.

L7. Blacksmith

Metalwork is performed in a forge. Several iron spikes lie on a shelf at the back of the

L8. Cooper

Small sturdy barrels are produced here to carry the outpost's gold shipments.

L9. Turner

A lathe and some scattered pieces of wood are in this room. Sawdust covers the floor.

M. BATH HOUSE AND LATRINE

The room's air and water are heated by a large fireplace. Warm water is poured into wooden barrels used for bathing. There is no soap, but plenty of coarse towels hang along the walls.

N. WALLED ENCLOSURE

The east end of this walled enclosure contains a burial ground marked by simple stones and sculpture. No undead creatures dare to enter a cleric outpost cemetary.

The west end of this walled enclosure contains pruned and trained fruit trees. Apples, pears, peaches, plums, and currants grow in this orchard.

O. VEGETABLE GARDEN AND GRAPE ARBOR

Neat rows of vegetables grow inside this walled enclosure. A novice tends the plants.

P. PRIOR'S HOUSE

This building is richly decorated and finely furnished. There is glass in the windows, carved wooden ceilings, and four tapestries worth 250 gp each hanging in the bedrooms. Four statues made of gold stand in the center of the house (worth 1,000 gp each). The house contains chambers, a wine cellar, pantry, wardrobe, storerooms, offices, a study, and a parlor. A holy symbol hangs in each room. The pantry contains silverware worth 1,000 sp. The house has its own entrance to the temple and the main cloister.

The prior has a council of senior clerics advise him. Assisting the prior is his secretary and steward. They defend him from intruders. All are in the house at all times.

8. GOLD CAMP

If the characters follow the river north to find where the ships have returned from, they discover a small camp.

> Fifty miles north on this river, a small, primitive settlement comes into view. Several natives stand in the shallow water, apparently panning for gold. A small ship is anchored 100 yards south of the camp in waters that are deeper. Two men in cleric's robes stand on the shore watching the natives. Sixteen wooden barrels line the shore.

This temporary settlement was set up to gather the gold in the river that has washed down from upstream. The settlement moves north when the natives pan all the gold they can in the area.

Even if the characters approach in a friendly manner, the natives drop their pans and run for weapons to attack. The clerics flee into the grasslands rather than fight.

Warriors (8): AC 8; HD 2-1; hp 8; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F2; ML 7; AL Any; XP 20 each

Heroes (4): AC 7; Hd 4-1; hp 17; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F4; ML 7; AL Any; XP 75

If the characters manage to sneak on the cleric's ship, they find only empty barrels. If they defeat the natives, they discover that three of the barrels on the shore are half filled with gold. The gold in each barrel is worth 300 gp. If the characters want to stay to pan for gold, they find one small nugget each turn for 9 turns. The gold is worth a total of 45 gp.

9. ARANEA LAIRS (DM Map 3F)

> Long white fibers hang from the trees which line the river. Webbed leaves, bark, and twigs lie on the ground below the trees. Leaves of the trees prevent you from seeing higher into the tree.

If the characters touch the fibers, they recognize them as a spider web. Only if the characters climb high into the trees can they see the large webs. If they climb the trees or pull on the fibers, a small man in a tattered cleric's robe emerges.

He will speak with the characters if they approach him in a friendly manner, otherwise he will send two aranea to attack.

The man was at the Forbidden River outpost until it was overrun by a Chaotic Brotherhood in search of gold. He fled for his life as they ransacked the entire outpost. He will travel with the characters to the outpost, but no further.

Adept: AC 9; HD 2; hp 7; #AT 1; D 1-6; MV 120'(40'); Save C2; ML 4; AL L; XP20

Spell: *cure light wounds*

Aranea (2): AC 7; HD 3**; hp 24, 20; MV 60'(20'), in web 120'(40'); #AT 1 bite; D 1-6 + poison; Save MU3; ML 7; AL C; XP 65 each

WHITE BEAST

If the characters land anywhere along the Dark Jungle coast either before or after they reach the Forbidden River Outpost, they encounter the following:

> The sand around the around the area is spotted with large ape-like footprints. Suddenly, insects around you become silent. Birds flee over your head. You hear,

and then feel a distant series of massive thuds rapidly moving closer. The footsteps of a huge creature crush vegetation in their path. A deep roar rumbles through the trees as the head of a great white ape appears. The 12-foot tall monster steps forward beating its massive chest with huge fists.

The white beast is actually a gargantuan white ape. The adult male is threatening the party because they have invaded his territory.

White beast (gargantuan white ape): AC 6; HD 32; hp 144; MV 240'(80'); #AT 2 claws; D 4-16/4-16; Save F16; ML 11; AL N; XP 5,250

If the party retreats from the white beast, the monster does not pursue. If the party leaves any objects behind, the great white ape smells and touches them, and then tries to eat them.

The white beast is usually a timid creature which only becomes defensively violent if attacked. Because of its size, the monster is noisy while moving and cannot surprise anything. It also suffers a -4 penalty to its hit rolls when attacking man-size or smaller opponents. If its hit points are reduced to 72 or below it retreats. Because of its curiosity, it tries to pick and carry away the first creature it hits. It carries no treasure.

It always retreats deeper into the jungle to its lair of broken branches and leaves on the ground. Its lair is a nest which contains two baby white beasts watched over by a gargantuan mother (128 hit points).

White beast babies (white apes)(2): AC 6; HD 4; hp 18; MV 120'(40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 7; AL N; XP 75

The babies defend themselves but not their parents or each other. The white beast family does not retreat from its nest. The nest also contains the baby's toys; one ruby worth 1,000 gp, one jewel-decorated native rattle worth 1,800 gp, and one crystal ball with *ESP*. The apes do not know how to use the magic item and do not realize the toys' values. The babies are not likely to give up their toys without a fight, however.

10. FORBIDDEN RIVER OUTPOST

This cleric outpost seems identical to the other outposts. The front gate stands wide open, and there is no sign of activity.

If the characters enter the outpost, read the following:

The outpost is wrecked and seems deserted. Large, muddy ape-like footprints lead from the gatehouse to a small room in the back of the temple. Scratch marks dig deep into the door.

If the characters follow the footprints, they lead to room C2, which is locked. They can hear muffled sounds from within. If they manage to get the door open, they find a robed cleric on the floor, bound and gagged. He explains that he is the prior of this outpost. He claims it was overrun by a Chaotic Brotherhood from Slagovich who claim to be Lawful. All the natives in the area were forced to flee as were the rest of the clerics. They tied him up and left him here to die. The Chaotic Brotherhood seized all the gold and the ships from this outpost.

If the characters ask him about the scratches in the door, he says he heard some type of creature trying to get in the day before, but it has not returned.

If the characters remain in the'outpost for more than 4 rounds, a gargantuan white ape enters the outpost and attacks.

Gargantuan white ape: AC 6; HD 32; hp 144; MV 240'(80'); #AT 2 claws; D 4-16/4-16; Save F16; ML 11; AL N; XP 5,250

The white ape heads directly for the prior. If the characters do not defend the cleric, the ape grabs him and flees with the screaming figure. He will attack no others as long as he has the cleric.

FLASH FLOOD

If the characters travel north on the Forbidden River, they find nothing of interest, but encounter the following when they are about 75 miles up the river.

The rushing sound of churning water roars increasingly louder from upstream. Suddenly, a crest of water four feet high rolls into view bearing downriver. It carries large, heavy logs and green plant debris with it.

The water moves downriver at a rate of 120 feet per round. The flood is caused by distant thunderstorms upstream. Characters aboard a vessel suffer the least damage by turning their bow directly into the wave. This causes only 1-6 points of damage to the hull. If the characters turn the bow from straight upstream or attempt to reach shore, they are hit amidship by crushing logs which cause 3-18 points of damage to the hull.

Vessels moored along the shore suffer 2-12 points of damage to the hull. There is a 25% chance of crew and supplies on deck being knocked overboard into the flood and carried along with the crest. Anyone in the water suffers 3-12 points of damage from the debris is carried along until they begin swimming against the current or leave the water in some manner. Anyone on shore avoids 1-4 points of damage by being more than four feet above river level.

11. EGG-LAYING GROUND (DM Map 3H)

If the characters sail around Safe Harbor peninsula, they can spot the egg-laying grounds of the tortles on the small peninsula closing off Safe Harbor.

Solitary sand dunes, the dried carcasses of creatures which have crawled here to die, utter silence, and rocks shaped only by windblown sand alert the senses to hidden dangers. Scattered among the rocks at the base of nearby hills are roofless compounds with six-foot-high walls built of piled rock. The solitary entrances to the compounds are blocked with weather-worn logs.

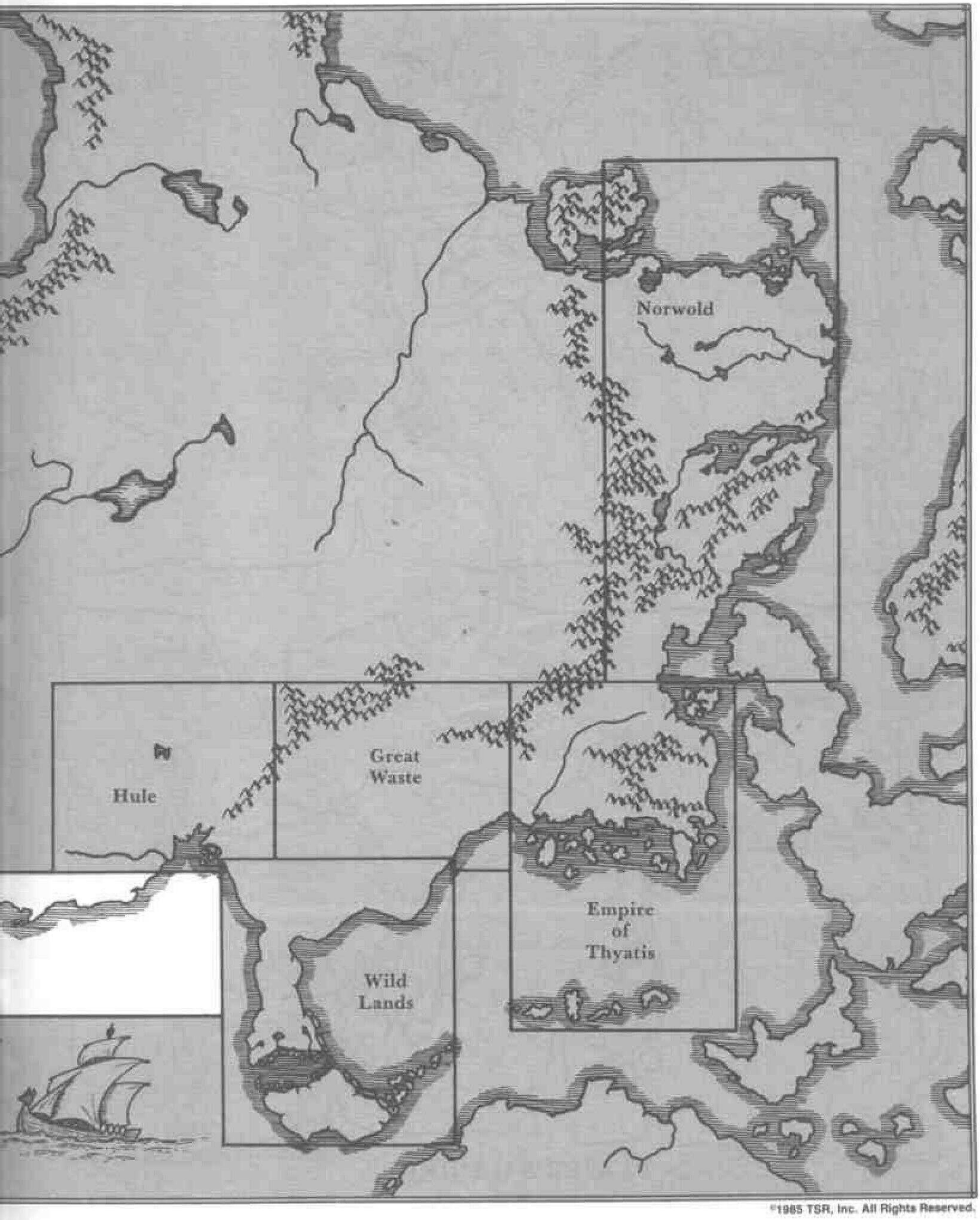
The 16 fortresses protect the tortles' egg-laying grounds. Females lay 10-40 eggs in the sand at a time. The white eggs hatch three months later. Armorers can fashion light weight plate mail (AC 1) from 25 fresh egg-shells. Twenty-two eggs lie unguarded in the sand.

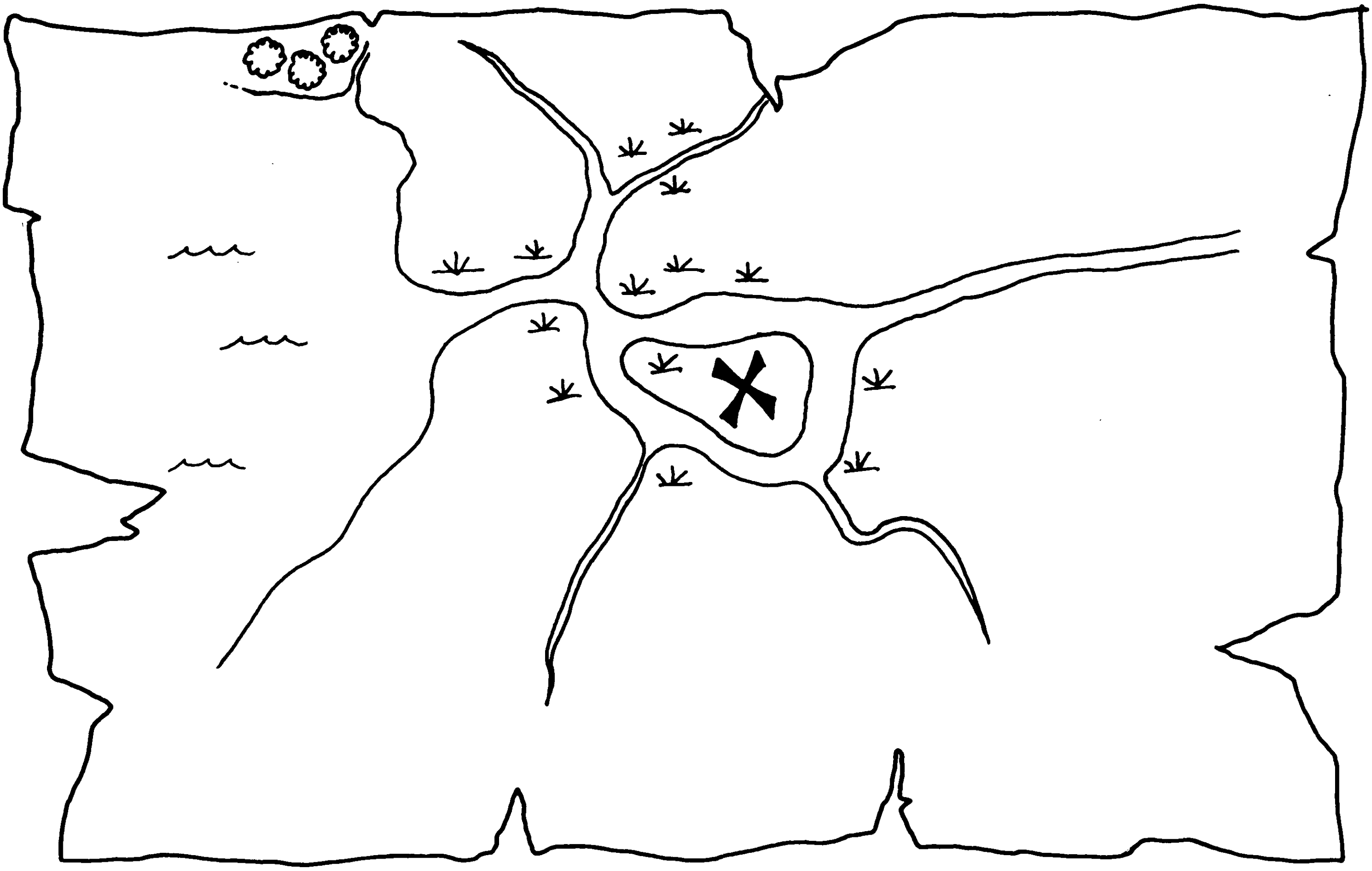
ORC VILLAGE

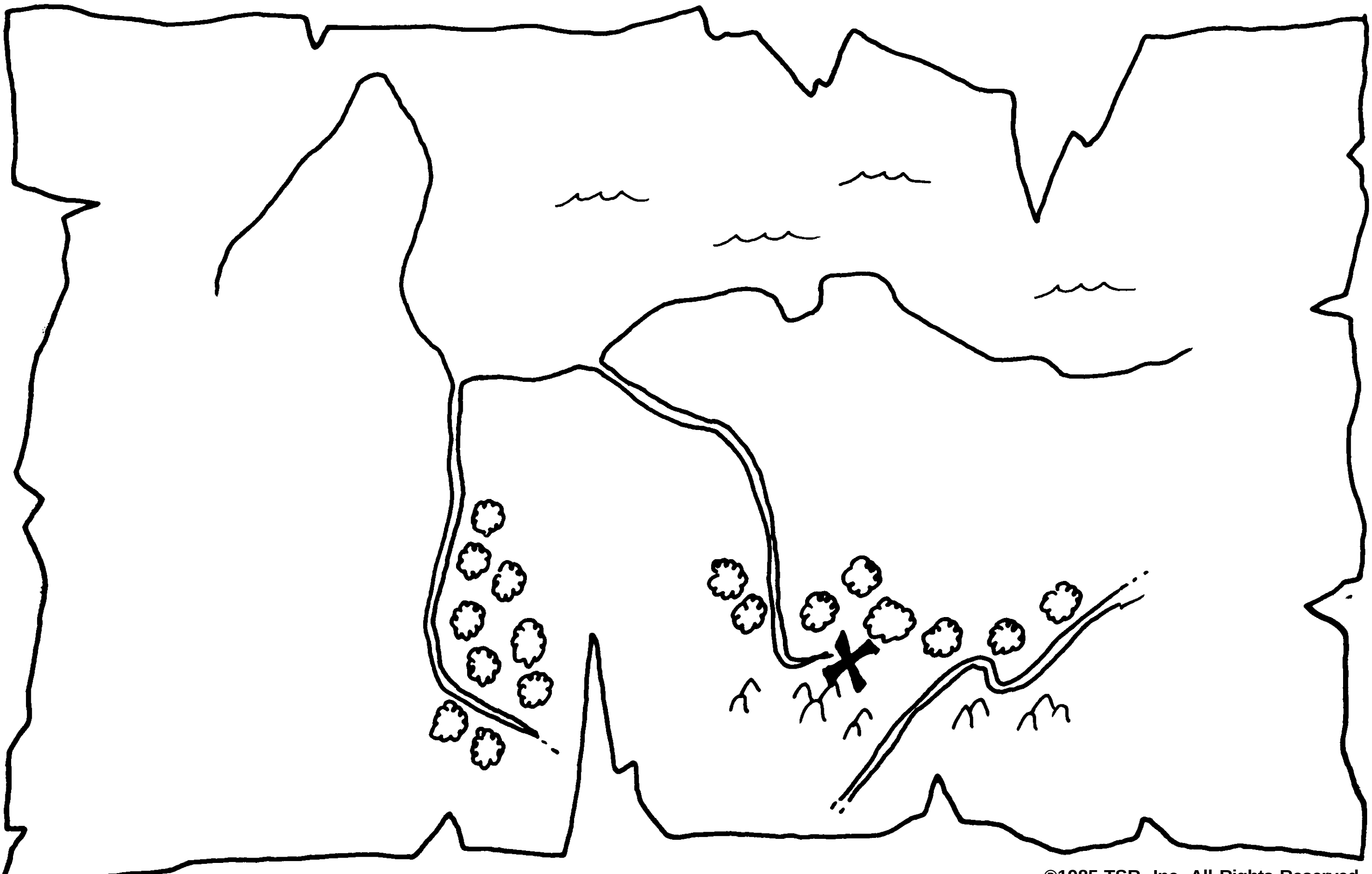
If the characters land on one of the Trident Islands, they discover an orc village. The other two islands are uninhabited.

In the distance a conical thatched village roof rises 25 feet above the ground. Smoke rises from a 20-foot-diameter circular hole in the 50-foot-diameter roof. A palisade of vertical logs 10 feet high surrounds the roofed structure. Brush and logs cover the entrance to the palisade. Small garden patches outside the palisade grow various food crops.

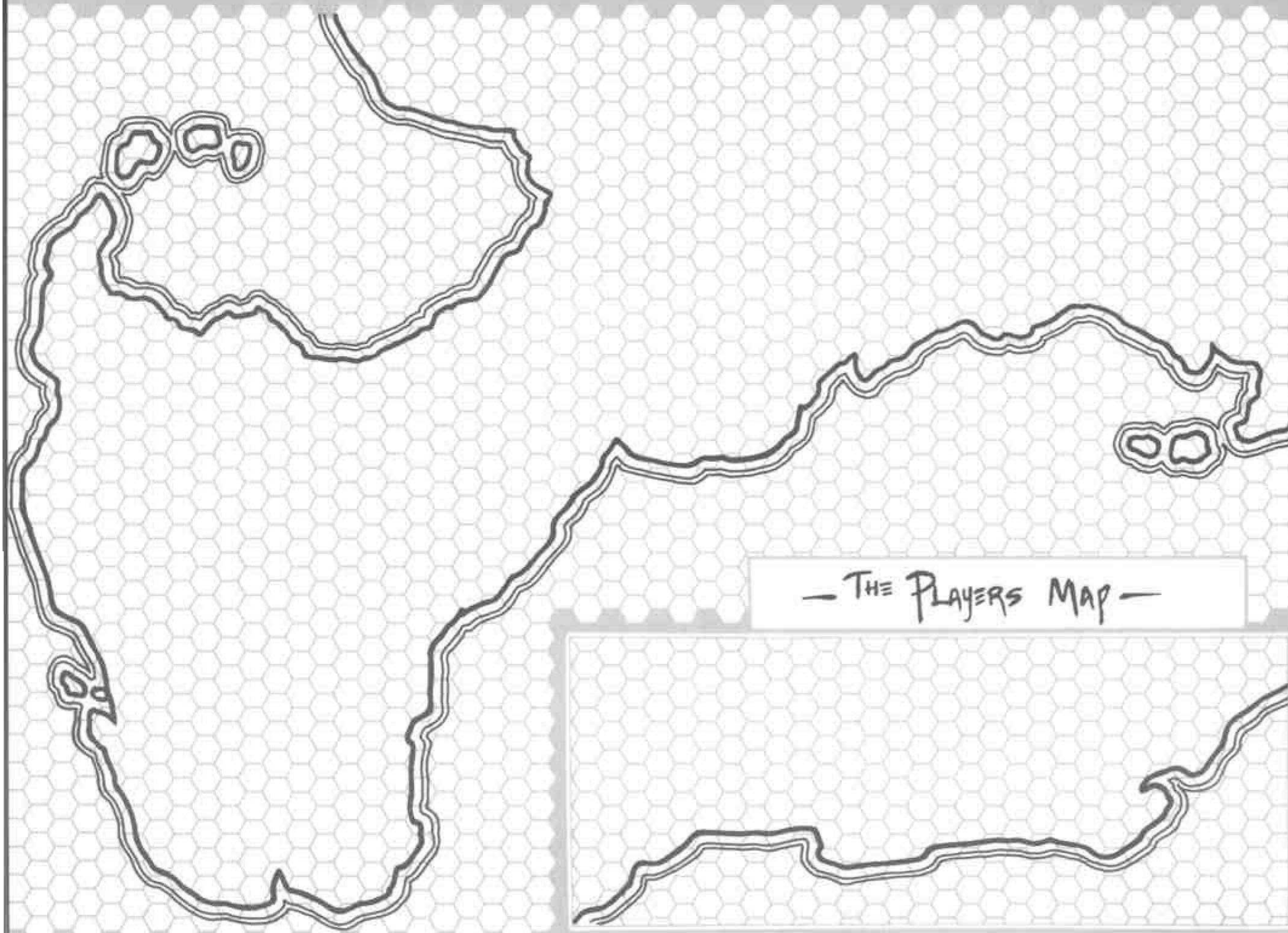
If the characters approach the village noisily or disturb the brush blocking the entrance, village monsters begin to growl.


Norwold
Hule
Great Waste
Empire of Thyatis
Wild Lands

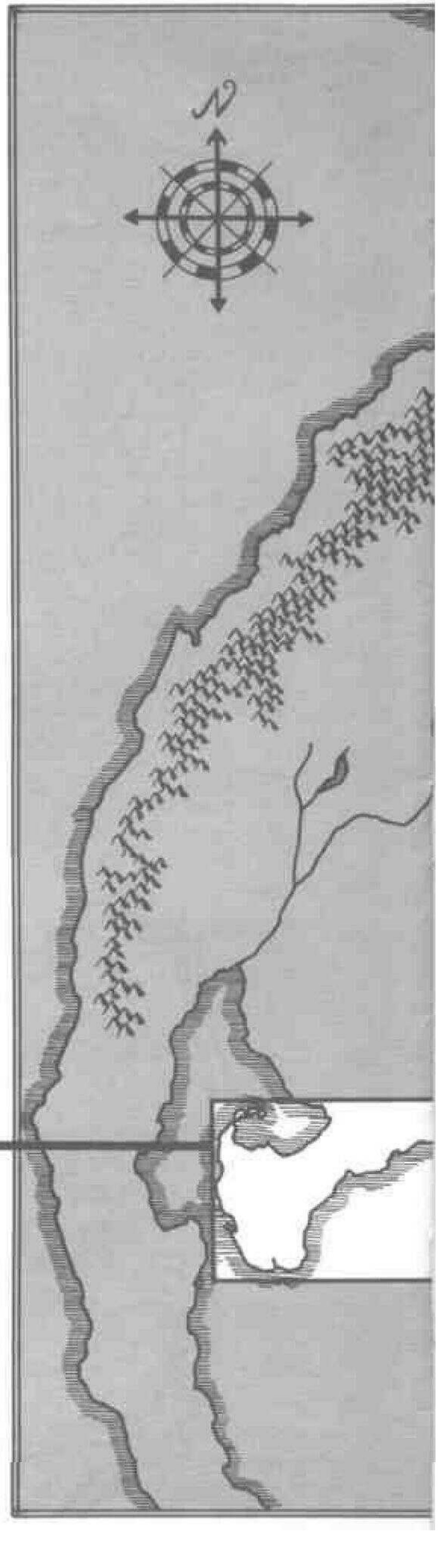




PLAYER'S HANDOUT


— THE PLAYERS MAP —

The Savage Coast



Two to twelve orcs approach, armed with spears, preceded by four ogres and a troll. If the characters are aggressive or sneak past the palisade into the village, the four ogres attack followed by the troll and 72 orcs. If the characters throw down their weapons or speak on friendly terms in Common, the monsters meet them with lowered weapons and welcome them into their village. Once inside, the monsters surround and attack them. There are 72 adult orcs armed with spears led by a chieftain, 20 non-combatant whelps, four ogres and one troll.

The ores have no treasure.

Troll: AC 4; HD 6 + 3*; MV 120'(40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650

Ogres (4): AC 5; HD 4 + 1; hp 33, 29, 25, 21; MV 90'(30'); #AT 1 club; D 2-6; Save F4; ML 10; AL C; XP 125

Ore chieftain: AC 6; HD 1; hp 8; MV 90'(30'); #AT 1 spear; D 2-7; Save Fl; ML 8; AL C; XP 10

Ores (72): AC 6; HD 1; hp 1-8; MV 90'(30'); #AT 1 spear; D 1-6; Save Fl; ML 6 or 8 (with chieftain); AL C; XP 10

12. GOLD CAMP

One hundred miles down this river lies a small camp. Three tents are pitched near the shoreline of this shallow part of the river. Several natives in the water pan while a cleric on shore looks on. A small ship is anchored in the river to the north.

The natives in the water are panning for gold. If the party manages to surprise the natives, they will fight, but the cleric will cast a *hold person* spell and escape if he can.

Warriors (5): AC 8; HD 2-1; hp 8; MV 120'(40'); #AT 1 bow; D 1-6 + poison; Save F2; ML 7; AL Any; XP 20

Vicar: AC 9; HD C4; hp 14; #AT 1; D 1-6; MV 120'(40'); Save C4; ML 6; AL L; XP 75

Inside the tents are four barrels filled with gold nuggets and dust. The barrels are worth 200 gp each.

13. PHANATON SETTLEMENT (DM Map 3E)

In the trees ahead, halfling-sized creatures which look like a cross between a monkey and a raccoon glide from branch to branch. Wood chips, dry leaves, and nutshells crackel beneath your feet. The faint aroma of horses floats in the air. Alerted, the furry creatures rapidly climb out of sight.

The phanaton settlement is hidden 50 feet off the ground in the trees. The settlement cannot be seen from the ground, and any creature other than a phanaton must be within 20 feet of the settlement to distinguish it from the surrounding greenery.

The clan war chief and seven bodyguards climb and glide down to meet all visitors. If the visitors are open and friendly, the war chief orders a rope ladder to be lowered through the trap door for the visitors to climb. If the visitors are hostile, the subchiefs bodyguard, the war chief, and the war chiefs bodyguard glide down to defend the settlement. If they have to, the subchief and the adult remainder of the settlement, including the warrior's mates, defend the platforms.

Subchief: AC 6; HD 6; hp 30; MV 90'(30'); gliding 150'(50'); #AT 1; D 2-7; Save F6 + 2; ML 7; AL L; XP 275

War chief and subchief bodyguard (5): AC 6; HD 3; hp 15; MV 90'(30'), gliding 150'(50'); #AT 1; D 1-6; Save F3 + 2; ML 7; AL L; XP 35 each

War chief bodyguard (7): AC 6; HD 2; hp 9; MV 90'(30'), gliding 150'(50'); #AT 1; D 1-6; Save F2 + 2; ML 7; AL L; XP 20

Adult males (11) and mates (19): AC 7; HD 1-1; hp 4; MV 90'(30'), gliding 150'(50'); #AT 1; D 1-6; Save Fl + 2; ML 7; AL L; XP 5 each

The settlement consists of five wooden platforms built between several large trees. Each platform is supported from below by wooden braces and from above by a web of knotted ropes.

A number of huts, varying in size, are built on each platform, except one. A safety rail runs along the platform's edges. The platforms are connected by a series of rope bridges for the young and infirm. Guests usually sleep on the platform with the solitary hut.

In each of the 19 huts, there is usually a family of four phanatons; two adults and two young. Recently the tribal subchief and his bodyguard came to visit.

The phanatons have a small corral of horses hidden about 100 feet from their camp. The phanatons will sell them to the characters for 100 gp each if asked.

The subchief and his followers have little to offer adventurers except rations. They aid Lawful adventurers traveling through the Forbidden Highlands and attempt to direct the party to the lost city of Risilvar.

CRUSHED SHIP

If the characters follow the river to the end, they discover a dry and desolate desert canyon carved by the river that once reached that far. If the characters wish to go further, they must walk or ride their mounts through this canyon. Four miles into the canyon, they discover an abandoned ship.

Twenty feet above the valley floor on a narrow ledge lies a jumble of curved wooden planks and heavy beams. The area is peppered with large lion tracks.

The wood is the crushed remains of a large sailing ship which belonged to Akobaan the gold merchant. Its hull was crushed against a riverbank by a floating island. The ship sank fairly intact with its crew and trading supplies aboard. Following an earthquake, the river's course changed, stranding the ship high and dry.

The hull is now the lair of four Dragonnes. One Dragonne pokes its large lion head out from behind the ship's bow when the characters are 120 feet away. When the characters get closer than 120 feet to the Dragonne, it roars. One round later, another Dragonne's head appears from behind the ship's stern. One round later, the two attack and two more appear in their places. One round later all four Dragonnes roar simultaneously.

Dragonnes (4): AC 3; HD 8*; hp 64, 56, 48, 40; MV 150'(50'); #AT 2 claws/1 bite or roar; D 1-6/1-6/4-24 or roar; Save F8; ML 8; AL N; XP 1,200 each

The ship's hold contains both trade items and Dragonnes' hoards. Treasure includes 10 silver arrowheads worth 4 gp each, a silver dagger blade worth 27 gp, 3,600 cp, 5,300 sp, 2,500 ep, 1,250 gp, a topaz worth 500 gp, four jewel-encrusted necklaces worth 800 gp each, and a locked bronze box sealed with wax. The box is worth 100 cp.

Inside the sealed box is the preserved logbook of Akobaan the merchant. The log contains a map of the Bayou. The center of the area is marked with the word "treas."

14. LOST CITY OF RISILVAR

A. ARCH

A 20-foot-tall carved stone arch straddles a 15-foot-wide street. A locked greenish-

brown gate, which opens in the middle, blocks this arch. The gate halves are made of metal bars between which a man-sized creature may not pass. The gate hinges are fastened into the stone on each side of the arch.

The lock may be picked and the heavy gate opened, but nothing special happens. The bars may be bent by a character with a strength of 17 or greater to allow passage. If the hinges are detached form the stone, or if the dark corrosion is somehow scratched from the gates by force, a copper-colored base metal appears. Each gate half is made of pure copper, weighs 1,100 pounds, and is worth 11,000 cp.

B. BRICK PILLAR

There are two upright brick pillars denoted by Bl and B2.

This 30-foot-high square brick pillar supports a motionless human-sized figure standing on top. Brick-sized indented toeholds spiral around the pillar once.

The toeholds allowed the ancient builders to maintain the hero statues on the pillar top. If a character attempts to climb the pedestal, he must make one climbing check against their Dexterity. Roll 1d20. If the value is less than or equal to the character's Dexterity, he climbs the pillar safely. If the value is greater than the character's Dexterity, he falls 15 feet onto the paved street.

You sense you are being watched. Suddenly, the arms of the figure on the top of the pedestal begin to move.

Enchanter: AC 9; HD 5; hp 13; #AT 1; D 1-4 by dagger; *MV* 120'(40'); Save MU5; ML 9; ALC; XP 175

Spells: *magic missile, shield, detect invisible, levitate, fire ball*

When the characters are within 20 feet of the enchanter, she casts a *fire ball* at them. When the characters are within 10 feet, she casts a *magic missile.* If the characters come within five feet, she casts a *levitate* spell on herself and rises above the area.

C. STONE PEDESTAL

There are two upright stone pedestals denoted by Cl, and C2.

This 20-foot-high round stone pedestal supports a motionless human-sized figure standing on top of a flat slab. The pedestal is of polished stone and has no toeholds. Suddenly, the arms of the figure on the pedestal begin to move.

The figure is a warlock guarding the area. He carries no personal treasure.

Warlock: AC 9; HD 5; hp 15; #AT 1; D 1-4 by dagger; MV 120'(40'); Save MU5; ML 10; ALC; XP 275

Spells: *charm person, read magic, detect invisible, invisibility, fly, lightning bolt*

When the characters are within 20 feet of the pedestal, he casts a *lightning bolt* at them. When the characters begin to attack, he casts a *fly* spell on himself and flies to the temple top or another pillar to continue the battle.

D. UNDAMAGED BUILDINGS

There are six undamaged buildings. One structure is empty (DM's choice).

A few of the city's buildings have escaped devastation. These brick structures have undamaged walls and ceilings. None of their wooden doors remain.

E. SKULL WALL

This wall is not made of brick. Thousands of human skulls have been stacked and mortared together to form this 10-foot wall. Suddenly, a multi-colored mist rises from the wall top. Floating within the mist is a giant-sized human skull. Around each end of the wall four skeletons attack with spears.

The skulls in the wall are from captured warriors who were sacrificed in the pyramid temple.

The creature is a sacrol which is guarding the step pyramid staircase. It remains 15 feet above the ground until all its controlled skeletons are destroyed. If this happens, the sacrol descends and attacks the nearest two characters. The skeletons are those of warriors who died as slaves.

Sacrol* (1): AC 5; HD 8; hp 48; MV 180'(60');#AT1 touch + 1 choke (x2);D level drain/2-8; Save F8; ML 12; AL C; XP 1,200

Skeletons (4): AC 7; HD 1; MV 60'(20'); #AT 1; D By weapon; Save Fl; ML 12; ALC; XP 10 each

When in combat with the sacrol, a magic weapon is needed to hit.

The mist is the sacrol's body. It attacks with two rope-like extensions. The sacrol is able to attack up to two different targets in a round, but no target more than once per round. A hit drains one level of experience, while the mist coils around the throat choking the victim. The choking does not drain fu-- ther levels, but does 2-8 points of damage until either the sacrol or the victim is dead. The sacrol is only struck by magic or silver. A sacrol may create and control undead as in an *animate dead* spell, controlling up to 8 hit dice of creatures. These undead must be the same creature type in life as the sacrol. The sacrol may be turned by a cleric as if it is a spectre. The sacrol speaks Common and the language of the creature type it was in life, Dravish. If the characters ask the sacrol what it wants, it tells them to leave the city immediately. If they leave DM Map 4, the sacrol stops attacking. Neither the sacrol nor its controlled skeletons have any treasure.

F. PYRAMID STEPS

A magnificent, almost magical golden pyramid stands gleaming before your party. Except for the stone stairs, the entire structure is formed of golden levels that lead to a shimmering temple at the top.

A stone statue of an ancient warrior stands on each corner of each of three levels. The pyramid levels are 10 feet, 20 feet, and 30 feet above the street level.

The pyramid steps are three 10-foot-high levels of stone covered with a gold veneer. A stone staircase climbs the pyramid's south side.

As the characters reach each pyramid level, either by climbing the steps or ascending the staircase, the four stone statues on the level turn to attack them. They are actually living rock statues that guard the temple. The statues have no treasure themselves.

Living rock statues (12): AC 4; HD 5*; hp 32 each; MV 60'(20'); #AT 2; D 2-12/2-12; Save F5; ML 11; ALC; XP 300

G. PYRAMID TOP

The flat pyramid top is 40 feet above the street level. An ornately-carved stone building stands in the center of the pyramid top, its door facing the stone stairway to the south. Four rusty metal statues



of ancient warriors stand on the corners of the pyramid top.

When the characters reach the pyramid top, the four rusty statues turn to attack them, They are actually living iron statues that guard the temple. The statues have no treasure themselves.

Living iron statues (4): AC 2; HD 4*; hp 32, 28, 24, 20; MV 30'(10'); #AT 2; D 1-8/1-8 + special; Save F4; ML 11; AL N; XP 125

H. TEMPLE

An ornate stone building stands atop the pyramid. An open door to the building faces the pyramid's stone staircase. Inside the structure is a stone table and two three-foot golden statues.

The stone table is the resting place for a magic black wheel of obsidian. The wheel is formed from six wedge-shaped pieces of the black stone. This three-foot-diameter artifact is the Wheel of Infinite Travel. Anyone who stands on the wheel and wishes to travel to another location they have visited before, is instantly transported there. The wheel does not go with the wisher. Correct device operation is only discovered by experimentation.

The statues, worth 200 gp each, are made of gold mixed with another metal.

If the characters want to stay to remove the gold veneer from the stone, it takes them two months to completely strip the pyramid. They can strip off only 200 gp worth of gold.

15. CAY-MEN COMPOUND

The swamp plants break open into a wide clearing overgrown with thick grass. A space of packed earth, free of grass, rests near the center of the clearing. At the middle of the barren area is a small, unusual compound. Packed dirt and woven reeds make up the three-foot-high walls of this compound with two woven reed gates. Six four-foot-high mounds of packed earth lie beyond the compound walls. Many one-foot-high openings bore into these mounds.

A small group of eight-inch to twelve-inch-high creatures stands in the clearing. The creatures look like small lizard men. Some hold weapons and wear bone and feather headdresses.

This compound is a Cay-men village. The players should recognize the location from their crude map of the area that indicates treasure is at this location. Hidden within the maze of tunnels is the treasure the Cay-men guard—gold nuggets and fool's gold nuggets. The gold and the fool's gold are indistinguishable to the Cay-men and the characters. Of the 60 nuggets the characters may find, only 12 are real gold. The 12 gold nuggets are worth only 30 gp each.

When the Cay-men first spot the characters, ten of them swarm to the compound walls. Each carries three small javelins and a long bone dagger. They begin hissing and snapping in the characters' direction. If the characters stop their advance or make no threatening moves, the Cay-men do not attack.

If the characters attack the Cay-men, the tiny creatures throw their javelins in a volley at two characters. They continue this attack until the characters either leave or reach the compound walls. Each turn, five armed Cay-men come to the wall to help in the defense. No more than 20 Cay-men fight on the wall at one time.

Cay-men (30): AC 7; HD 2; hp 9; MV 90'(30'); #AT 1 bite or weapon; D 1-4

bite, 1-6 javelin, 1-6 dagger; Save F2; ML 8; AL N; XP 20

If the characters reach the wall, the Cay-men make an orderly retreat to the mounds. As they dart into the openings, the Cay-men snipe at the characters—throwing a javelin, then ducking out of sight to reappear at a different opening. The Cay-men's mounds are a maze of tiny 1-foot-high tunnels and 2-foot-high chambers. It is possible to seal all the mound's entrances.

If the characters do not attack and continue to watch the Cay-men, the creature's shaman eventually appears on the wall. This shaman speaks a very poor version of Common. Use very simple phrases in this conversation, forcing the characters to use sign language at some points. The shaman wants to know what the characters want from them. If the characters want food, the Cay-men bring worms and snails. The Cay-men will sell half their weapons at twice normal prices, but supply the characters with little else. The Cay-men know little about the world outside The Bayou.

Cay-men shaman: AC 6; HD 6; hp 27; MV 90'(30'); #AT 1 bite or weapon; D 1-4 bite, l-6 javelin, 1-6 dagger; Save F6; ML 9; AL N; XP 275

16. SEAVIEW OUTPOST

Three small ships lie anchored in this bay. In the distance you can see an outpost off the shoreline.

If the characters search the boats first, they find no natives or clerics. Twelve barrels of gold nuggets and dust are stored on each of the ships. The barrels of gold are worth 210 gp each.

When the characters get closer to the outpost, they see fine wisps of smoke drifting from within the walls. If they examine the outpost more closely, they discover it has been gutted by fire. Nothing can be salvaged from the buildings.

APPENDIX: OUTPOST INFORMATION

Outpost timetable and positions

Each outpost follows a strict schedule of sleep, worship, and work. One to four minutes before each worship time, the clerics gather in the outpost temple. Sometimes clerics are excused form worship for special studies, work, or as punishment. Any exceptions to the following timetable may occur when unexpected guests are present.

TABLE 1
OUTPOST TIMETABLE

Time	Activity
Midnight	Worship in temple
1:00 a.m.	Back to bed
6:00 a.m.	Worship in temple
6:30 a.m.	Breakfast
7:00 a.m.	Work
11:00 a.m.	Worship in temple
12:00 noon	Dinner
12:30 p.m.	Siesta
1:00 p.m.	Worship in temple
1:30 p.m.	Work
5:30 p.m.	Worship in temple
6:00 p.m.	Supper
7:00 p.m.	Worship in temple
8:30 p.m.	To bed

TABLE 2
OUTPOST POSITIONS

Official Position	Title	Level	Spells Known
Prior	Patriarch	9	1-11
Sub-prior, Bursar	Lama	8	1-9
Hostillar, Cellarer	Bishop	7	1-7
Almoner, Chamberlain	Elder	6	1-5
Sacrist, Commoner	Curate	5	1-4
Dean of Order, Precentor	Vicar	4	1-3
Refectorian, Steward			
Chancellor, Sub-sacrist	Priest	3	1-2
Secretary, Granator	Adept	2	1
Novice	Acolyte	1	None

Cleric spells and statistics

The Lawful Brotherhood requires members to memorize certain spells in a particular order. Only the Prior knows all 11 spells. Novices have not learned any.

TABLE 3
KNOWN SPELLS

Order of Spell	Memorized Spell
1	Level 1: *cure light wounds*
2	Level 1: *light*
3	Level 2: *bless*
4	Level 2: *hold person*
5	Level 3: *continual light*
6	Level 1: *protection from evil*
7	Level 3: *cure disease*
8	Level 2: *silence 15' radius*
9	Level 4: *cure serious wounds*
10	Level 3: *remove curse*
11	Level 4: *protection from evil 10' radius*

All Lawful Brotherhood clerics with the same title have one of the following sets of statistics and the spells listed on Table 10.

Patriarch: AC9; HD 9; hp 52; /AT l;Dl-6; MV 120'(40'); Save C9; ML 11; AL L; XP900

Lama: AC 9; HD 8; hp 48; #AT 1; Dl-6; MV 120'(40'); Save C8; ML 10; AL L; XP650

Bishop: AC 9; HD 7; hp 45; /AT 1; D 1-6; MV 120'(40'); Save C7; ML 9; AL L; XP450

Elder: AC 9; HD 6; hp 41; /AT 1; D 1-6; MV 120'(40'); Save C6; ML 8; AL L; XP275

Curate: AC 9; HD 5; hp 35; /AT 1; D 1-6; MV 120'(40'); Save C5; ML 7; AL L; XP 175

Vicar: AC 9; HD 4; hp 28; /AT 1; D 1-6; MV 120'(40'); Save C4; ML 6; AL L; XP75

Priest: AC 9; HD 3; hp 21; /AT 1; D 1-6; MV 120'(40'); Save C3; ML 5; AL L; XP35

Adept: AC 9; HD 2; hp 12; /AT 1; D 1-6; MV 120'(40'); Save C2; ML 4; AL L; XP20

Acolyte: AC 9; HD 1; hp 6; /AT 1; D 1-6; MV 120'(40'); Save Cl; ML 3; AL L; XP 10

Amber Lotus Flower (X2)

Armor Class: 9
Hit Dice: 1/2
Move: 0'
Attacks: 1 spray
Damage: 2-12
No. Appearing: 1
Save As: Normal Man
Morale: 12
Treasure Type: Nil
Alignment: Neutral
XP value: 6

Amber lotus flowers look like golden water lilies the size of sunflowers. When a creature approaches within 10 feet, the blossoms open and spray a 40-foot by 40-foot cloud of pollen. Any individual within the affected area must save vs. Spells or fall asleep for 4-16 turns. The flowers can spray a fresh burst of pollen every 3-12 rounds.

Amoeba, Giant (X2)

Armor Class: 9
Hit Dice: 10-15
Move: 30'(10')
Attacks: 1
Damage: 2-12
No. Appearing: 1
Save As: Fighter 7
Morale: 10
Treasure Type: Nil
Alignment: Neutral
XP value: 900, 1,100, or 1,350

Giant amoeba are 30-foot-wide single-celled animals. Except for the 1-foot-wide gray nucleus, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant amoeba attack first by enveloping victims, then secreting an acid to digest them.

Cay-men (AC2)

Armor Class: 7
Hit Dice: 2
Move: 90'(30')
Attacks: 1 bite or weapon
Damage: 1-4 or by weapon
No. Appearing: 0 (10-60)
Save As: Fighter 1
Morale: 8
Treasure Type: K
Alignment: Neutral
XP value: 20

Cay-men are small, intelligent, reptilian humanoids. They are related to lizard men, although they are much smaller (standing no more than 1 foot high) and much more intelligent. Cay-men fashion weapons, build villages, and make their own traditions. Some wear bone and feather headdresses. They can also speak Common, their own tongue, their alignment language, and sometimes the languages of other creatures of the area. They are not warlike; they usually fight only for defense, or for some necessary gain (territory or food sources). They are quick and clever.

Cay-men know they are not suited to fighting; they prefer to make quick attacks and get to cover before the enemy can respond.

All cay-men villages are led by a shaman. These shamans live much longer than normal cay-men. When the shaman is present, the morale of all cay-men is increased by 1.

Decapus, Marine (B3)

Armor Class: 5
Hit Dice: 4
Move: 3'(1')
Attacks: 10 tentacles
Damage: 1-6 each
Save: Fighter 2
Morale: 9
Alignment: Chaotic
Treasure Type: C
XP value: 75

The marine decapus has 10-foot-long brown tentacles and a 4-foot spherical hairy green body. The creature has a horrible mouth with long yellow teeth and foul breath.

Dog, Normal

Armor Class: 7
Hit Dice: 2 + 2
Move: 180'(60')
Attacks: 1 bite
Damage: 1-6
No. Appearing: 2-12 (3-18)
Save As: Fighter 1
Morale: 6 or 8
Alignment: Neutral
Treasure Type: Nil
XP value: 25

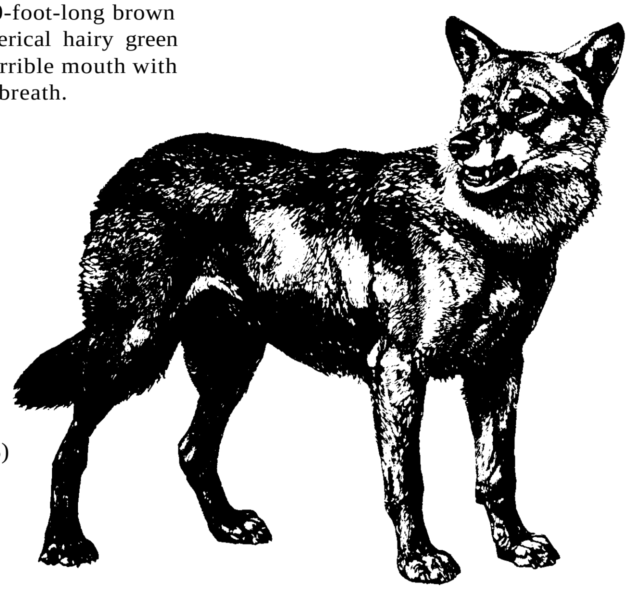
Dogs are carnivores and hunt in packs. Though they prefer wilderness, they may occasionally be found in caves. If three or fewer dogs are encountered, or if the pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8.

Dragonne Monster

Armor Class: 3
Hit Dice: 8*
Move: 150'(50')
Attacks: 2 claws/1 bite or roar
Damage: 1-6/1-6/4-24 or roar
No. Appearing: 1 (1-4)
Save As: Fighter 8
Morale: 8
Treasure Type: E
Alignment: Neutral
XP value: 1,200

The Dragonne has the head of a lion and the body of a small gold dragon. It fights with its claws and bite, but its greatest weapon is its fearsome roar.

Any character within 120 feet of a Dragonne when it roars must make a saving throw vs. Dragon Breath or flee in fear for 2 rounds. The Dragonne's roar deafens any creatures within 30 feet. Deafened creatures suffer a -2 penalty to their hit rolls for 2d6 rounds. Dragonnes can roar once every 3 rounds. Anyone who stays within 30 feet of a Dragonne after it roars again does not suffer any additional hit roll penalty, but he may suffer the original penalty for up to 12 rounds. The Dragonne cannot bite in the same round it roars.



Giant River Serpentweed

Armor Class: 6
Hit Dice: 9 per stalk
Move: 0'
Attacks: 1 bite per stalk
Damage: 2-12
No. Appearing: 0(1)
Save As: Fighter 9
Morale: 12
Treasure Type: D
Alignment: Neutral
XP value: 900 per stalk

The giant serpentweed is a flesh-eating plant found in bogs and areas of standing water. Much of the plant lives underwater, rooted to the bog bottom, but has 1-6 stalks that reach above the surface. These stalks are thick and scaled. Each ends in a digestive sac that resembles a toothed mouth. From a distance, the stalks resemble giant snakes.

The stalks normally lie just under the surface of the water. From there, they detect vibrations of passing creatures, which they then attack. The stalks can attack anything within a 20-foot radius of the plant. When a stalk loses all of its hit points, it is severed. When all the stalks are severed, the plant can no longer attack, but the plant itself is not dead. The only way to permanently kill a serpentweed is to burn the underwater roots. A severed stalk can grow back in 6 months.

Lupin (X2)

Armor Class: 6
Hit Dice: 2
Move: 120'(40')
Attacks: 1 weapon
Damage: 1-8
No. Appearing: 2-12 (5-40)
Save As: Fighter 2
Morale: 8
Treasure Type: C
Aligment: Lawful

Lupins are dog-like humanoids. They have fur-covered human-like bodies and canine heads. They hate werewolves and will attack them on sight (knowing a werewolf even in its human form). Lupins have a tribal society with hereditary rulers. Lupins are often allied with humans. In battle, lupins sometimes ride trained dire wolves, attacking with a mounted lance charge.

Pagan (X2)

Armor Class: 6
Hit Dice: 1
Move: 120'(40')
Attacks: 1 weapon
Damage: 1-6
No. Appearing: 0 (3-30)
Save As: Fighter 1
Morale: 8
Alignment: Neutral
Treasure Type: A
XP value: 10

Pagans worship the gods and goddesses of nature. They follow the teachings of certain druids, clerics of nature gods. Pagans practice seasonal sacrifices which they believe help maintain the cycles of the year. They sometimes practice human sacrifice. Characters captured in battles with pagans probably will be used as human sacrifices. They hold their ceremonies in isolated forest glades and grottos. Pagans generally form tribal societies. They will not be encountered in cities, towns, or villages.

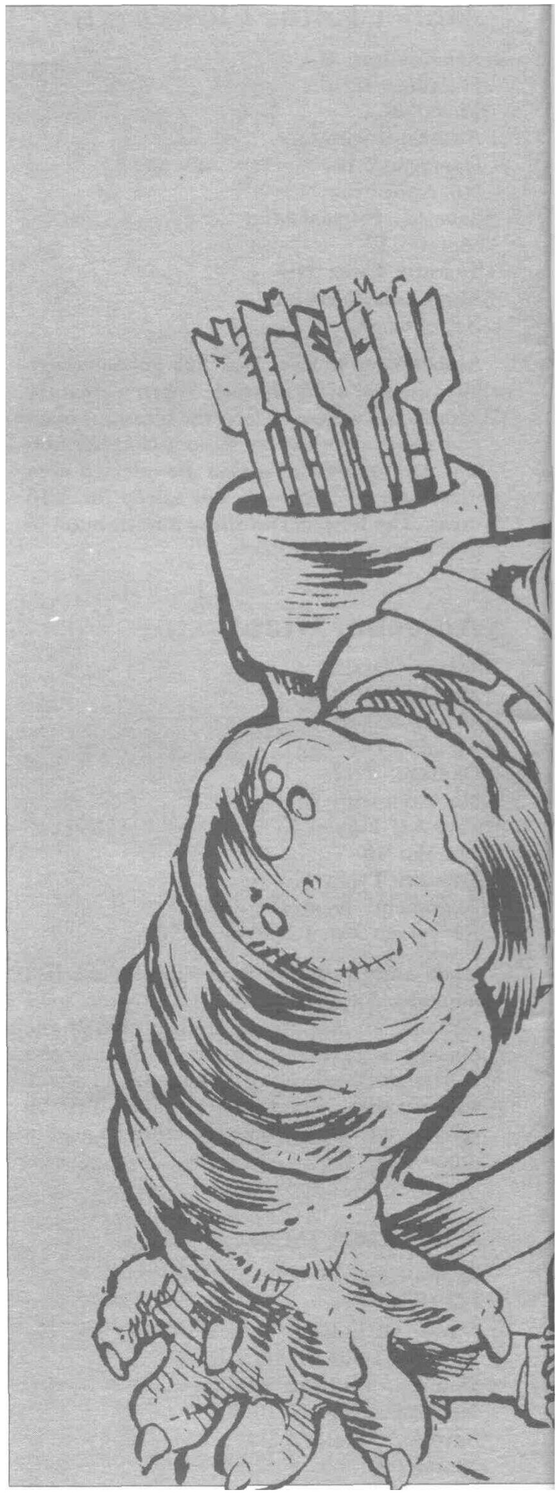
Sacrol*

Armor Class: 5
Hit Dice: 8
Move: 180'(60')
Attacks: 1 touch
1 choke(x2)
Damage: Level drain/2-8
No. Appearing: 1(1)
Save As: Fighter 8
Morale: 12
Treasure Type: Nil
Alignment: Chaotic
XP value: 1,200

See the *LOST CITY OF RISILVAR* section for a description of this monster.

Tortle

Armor Class: 3
Hit Dice: 4
Move: 30'(10')
Attacks: 2 claws/1 beak or weapon
Damage: 1-4/1-4/1-6 or by weapon
No. Appearing: 0 (1-6)
Save As: Fighter 4
Morale: 11
Treasure Type: V
Alignment: Lawful
XP value: 75





Tortles are lawful land dwellers. Adult tortles stand 6 feet tall. Although not swimmers, torties float and can hold their breath up to 10 turns. When forced into combat they prefer light crossbows with a single quarrel. It is common for these heavy 500-pound vegetarians to live alone except half a year prior to egg laying when they gather. They are fond of draft horse-drawn wagons for rapid travel.

Snapper

Armor Class: 5
Hit Dice: 3
Move: 30'(10')
Swimming: 180'(60')
Attacks: 2 claws/1 beak or weapon
Damage: 1-6/1-6/2-8 or by weapon
No. Appearing: 0(1-20)
Save As: Fighter 3
Morale: 9
Treasure Type: T
Alignment: Chaotic
XP value: 35

Snappers are chaotic saltwater dwellers. Adult snappers stand 6 feet tall. Using their webbed hands and feet, snappers are able swimmers who can hold their breath up to 10 turns. When forced into combat they prefer long bows with a single arrow. It is common for these massive 1,000-pound carnivores to swim hundreds of miles between feeding and egg-laying grounds.

Strangle Vine

Armor Class: 9
Hit Dice: 1 per 1' square
Move: 0'
Attacks: 1
Damage: Special
Save As: Normal Man
Morale: 12
Alignment: Neutral
XP value: 10

See *SNAKES IN THE TREES* for a description of the strangle vine.

APPENDIX: RANDOM ENCOUNTERS

OPEN SEA RANDOM ENCOUNTERS

1 A large ship on the horizon sails toward your vessel. No crew is visible, but the ship is in good repair. A flag of one Minrothad Guild waves atop a mast.

The vessel is a ghost ship. It follows the characters until they stop. Then it tries to pull alongside. The moment a character boards the vessel, 30 skeleton sailors climb from below deck armed with swords. If no one boards the ghost ship or if the skeletons are defeated, the ghost ship vanishes after 10 rounds.

Skeletons (10): AC 7; HD 1; hp 4 each; MV 60'(20'); #AT 1; D by weapon; Save Fl; ML 12; ALC; XP 10 each

2 A large, lumpy mass of waxy, grayish substance floats by on a piece of driftwood. It looks like gray amber.

This substance is ambergris, a material formed in the intestines of sperm whales. This lump is weighs as much as Id20 gp, but is worth 10 times this much to perfumers or alchemists.

3 A 3-foot-tall carved wooden figurehead from a ship drifts past. It is a carving of a woman.

The figurehead is actually a wood golem from a wrecked magic-user's ship.

Wood golem: AC 7; HD 2 + 2*; hp 11; MV 120'(40'); #AT 1 fist; D 1-8; Save Fl; ML 12; ALN; XP 35

4 The bodies of a well-dressed merchant and five sailors drift by.

If retrieved, the merchant's body has a pouch holding 10 gold nuggets worth 10 gp each and a pearl worth 500 gp. The five sailors' bodies are possessed by wights. They carry no treasure, but attack when brought aboard.

Wights (5): AC 5; HD 3*; MV 90'(30'); #AT 1; D Energy drain; Save F3; ML 12; AL C; XP 50 each

5 Fish, probably frightened by something in the water, begin leaping into your vessel.

The 2-12 fish are edible and worth 1 normal ration apiece. Whatever is chasing them stays hidden, but audibly collides against the vessel's hull causing no damage.

6 An empty lifeboat under full sail blows past. You recognize the skillful Empire of Thyatis shipbuilding handiwork.

The well-built lifeboat can withstand 15 points of damage. It contains 10 iron rations.

7 A blood-soaked native canoe made of bark floats by.

The canoe is in good repair and could hold one person and 1,000 coins of cargo.

8 A woman on a raft of logs signals you, but does not yell. She holds her throat and motions she needs to drink.

She is actually a zombie, set adrift by terrified natives. If given a container of liquid, she guzzles it down, but refuses to speak.

RIVER RANDOM ENCOUNTERS

1 One large log floats dead ahead.

If the characters do not change their vessel's course, the log hits, causing 1-10 points of damage. If the log hits a character in the water, it causes 1-20 points of damage. There is a 50% chance a canoe, lifeboat, raft, or sail boat is capsized.

2 Wooden floats bob in the current, part way across the river.

The wooden floats support a native fish net. The net holds 2-40 fish worth 1 ration each.

3 You hear the quacking of ducks. On the water ahead is a flock of water birds.

The birds are tame and are easily caught by net or by hand. There are 5-100 ducks worth 1 ration each.

4 Ahead, clear water wells up from below.

The water is flowing from a submerged spring. If the characters do not change their vessel's course, it strikes the spring. There is a 50% chance a canoe, lifeboat, raft, or sail boat is capsized.

5 Ahead, dark water wells up from below.

The water is flowing over a submerged sandbar. If the characters do not change their vessel's course, it strikes the sandbar, causing 1d10 points of damage. The vessel runs aground and remains stuck for at least 1d6 turns unless the characters push or pull the vessel off the sandbar. There is a 50% chance a canoe, lifeboat, raft, or sail boat is capsized.

6 Clouds of mosquitos descend on the ship, attacking the exposed flesh of your party.

Each character must save vs. Death Ray or they are driven to jump into water to escape the stinging insects. Fire, smoke, ice, cold, or gas drives the mosquitos away. If the cloud is not driven off, each character must roll their Constitution or less or contract malaria. An unfortunate victim who is infected begins suffering cycles of chills, fever, and sweating within 1-4 days. The symptoms last 1d8 days and cause Id4 points of damage per day.

7 A 30-foot by 40-foot log raft is tied against the port bank. It is abandoned.

The raft has a capacity of 120,000 coins, 60 hull points, and an Armor Class of 9. It can be dismantled and sold for the wood's value (3,000 gp).

8 Something large and dark green noisily splashes off the bank into the river.

Whatever it is, it comes within 10 feet of the surface once a round for 10 rounds, but does not do any damage.

Kantik the Bishop
7th level Bishop

Strength	13	Dexterity	8
Intelligence	9	Constitution	10
Wisdom	14	Charisma	11
Armor Class	2	hit points	23

Bonuses and penalties: Hit Roll + 1, Damage + 1, Saving Throw + 1, Missile Fire -1

Weapons: *mace + 1,* five vials of holy water, holy symbol

Armor: plate mail and shield

Magic Item: *staff of healing*

Spells: First level; *cure light wounds, detect magic, light*
Second level; *find trap, silence 15' radius*
Third level; *striking, cure disease*

Aber Kadra
6th level Warlock

Strength	7	Dexterity	12
Intelligence	15	Constitution	9
Wisdom	11	Charisma	10
Armor Class	8	hit points	13

Bonuses and Penalties: Saving Throws +1, Hit Roll -1, Damage -1

Weapons: *dagger +1, wand of cold*

Armor: *ring of protection + 1*

Magic Item: *wand of magic detection* (10 charges)

Spells: First Level; *detect magic, charm person*
Second Level; *web, ESP*
Third Level; *fireball, fly*

Bjorn Tofyte
6th level Dwarf Myrmidon

Strength	16	Dexterity	10
Intelligence	7	Constitution	14
Wisdom	9	Charisma	8
Armor Class	2	hit points	40

Bonuses: Hit roll + 2, Damage + 2

Weapons: *war hammer + 1;* sword; dagger

Armor: plate mail and shield

Magic Item: *rope of climbing*

Khan Harlan
6th level Myrmidon

Strength	14	Dexterity	11
Intelligence	10	Constitution	9
Wisdom	9	Charisma	12
Armor Class	4	hit points	30

Bonuses: Hit Roll + 1, Damage + 1

Weapons: *war hammer +2,* hand axe, dagger

Armor: chain mail and shield

Magic Item: *potion of growth*

Leif Folitum
5th level Elf Swashbuckler Enchanter

Strength	13	Dexterity	14
Intelligence	12	Constitution	9
Wisdom	8	Charisma	11
Armor Class	2	hit points	18

Bonuses: Hit Roll + 1, Damage + 1, Missile Fire + 1

Weapons: *sword + 1,* dagger, bow and 20 arrows

Armor: plate mail and shield

Magic Item: *elven cloak*

Spells: First Level; *sleep, magic missile*
Second Level; *invisibility, knock*
Third Level; *haste*

Luki Lightfinger
5th level Cutpurse

Strength	10	Dexterity	15
Intelligence	11	Constitution	10
Wisdom	8	Charisma	10
Armor Class	6	hit points	12

Bonus: Missile Fire + 1

Weapons: *dagger +2,* sword

Armor: leather armor

Thief Abilities:

Open Locks	35%	Climb Walls	91%
Remove Traps	30%	Hide in Shadows	30%
Pick Pockets	40%		
Move Silently	40%	Hear Noise	30%

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